



# Circasian Tratha Light Cruiser

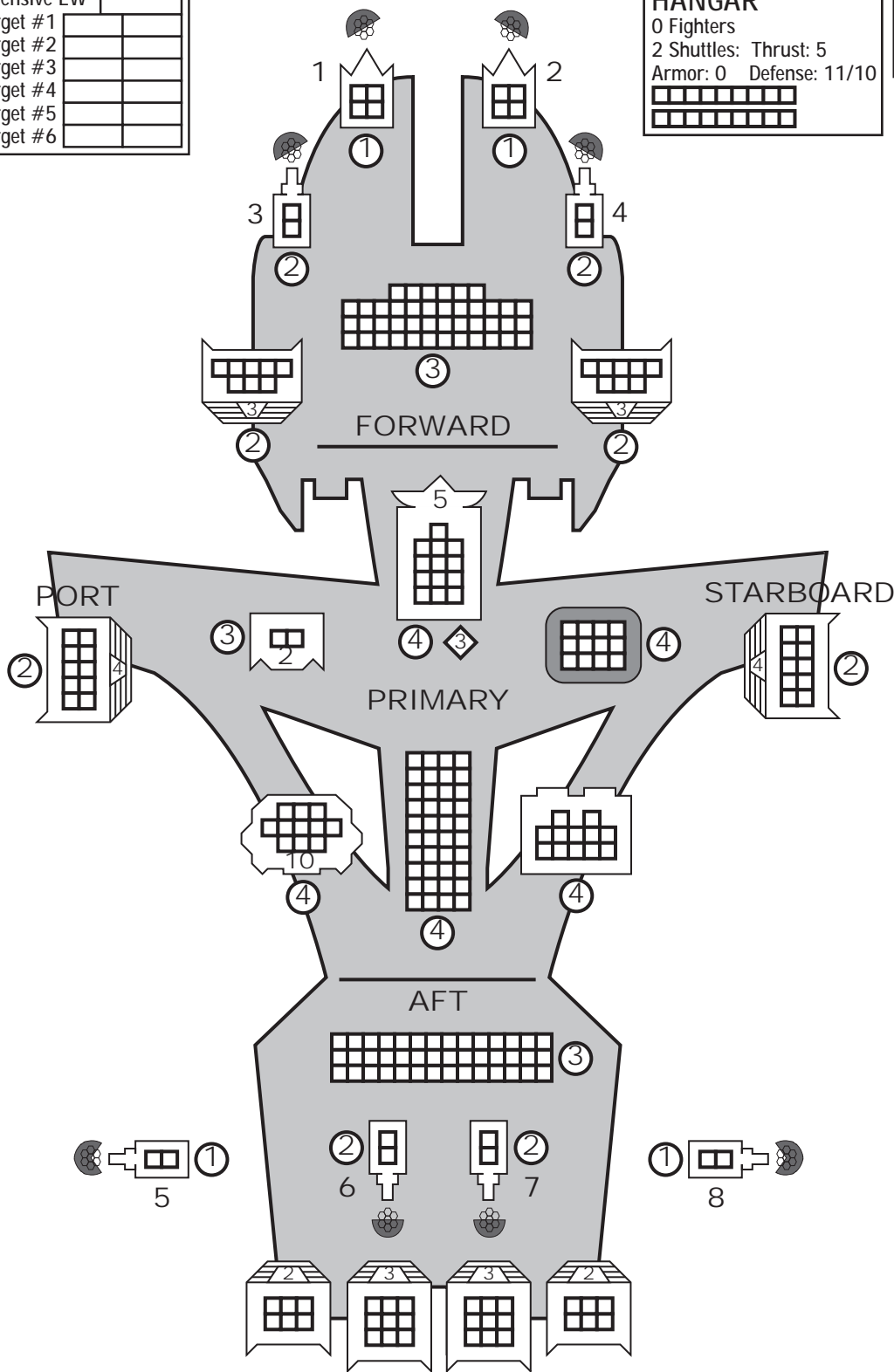
<b>SPECS</b> Class: Hvy Combat Vsl In Service: 1960 Point Value: 360 Ramming Factor: 140 Jump Delay: N/A	<b>MANEUVERING</b> Turn Cost: 2/3 Speed Turn Delay: 2/3 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 2+2 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 14 Stb/Port Defense: 15 Engine Efficiency: 2/1 Extra Power: 0 Initiative Bonus: +6	<b>WEAPON DATA</b> <b>Light Plasma Cannon</b> Class: Plasma Modes: Standard Dmg: 2d10+2 (-1 per 2 hexes) Range Penalty: -1 per hex Fire Control: +3/+1/-5 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
<b>Light Particle Beam</b> Class: Particle Modes: Standard Damage: 1d10+4 Range Penalty: -2 per hex Fire Control: +3/+3/+3 Intercept Rating: -2 Rate of Fire: 1 per turn			

<b>FORWARD HITS</b> 1-4: Retro Thrust 5-7: Lt Plasma Cannon 8-9: Lt Particle Beam 10-18: Forward Structure 19-20: PRIMARY Hit
<b>AFT HITS</b> 1-6: Main Thrust 7-11: Lt Particle Beam 12-18: Aft Structure 19-20: PRIMARY Hit
<b>PRIMARY HITS</b> 1-7: Primary Structure 8-9: Port/Stb Thrust 10-12: Sensors 13-15: Engine 16-17: Hangar 18-19: Reactor 20: C&C

<b>SENSOR DATA</b>	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	7	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	7	8

**HANGAR**  
 0 Fighters  
 2 Shuttles: Thrust: 5  
 Armor: 0 Defense: 11/10



**ICON RECOGNITION**

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Lt Plasma Cannon
	Lt Particle Beam