Tratha Variant (Rare)
Version 2: 2E/ESCALATION

Name: _____ Counter: _____

Circasian Tratha Scoutship

SPECS
Class: Hvy Combat Vsl
In Service: 1966
Point Value: 325
Ramming Factor: 140
Jump Delay: 36 Turns

MANEUVERING
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

COMBAT STATS
Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +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

WEAPON DATA

Light Plasma Cannon
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

Light Particle Beam
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

FORWARD HITS
1-4: Retro Thrust
5-7: Lt Plasma Cannon
8-9: Lt Particle Beam
10-18: Forward Structure
19-20: PRIMARY Hit

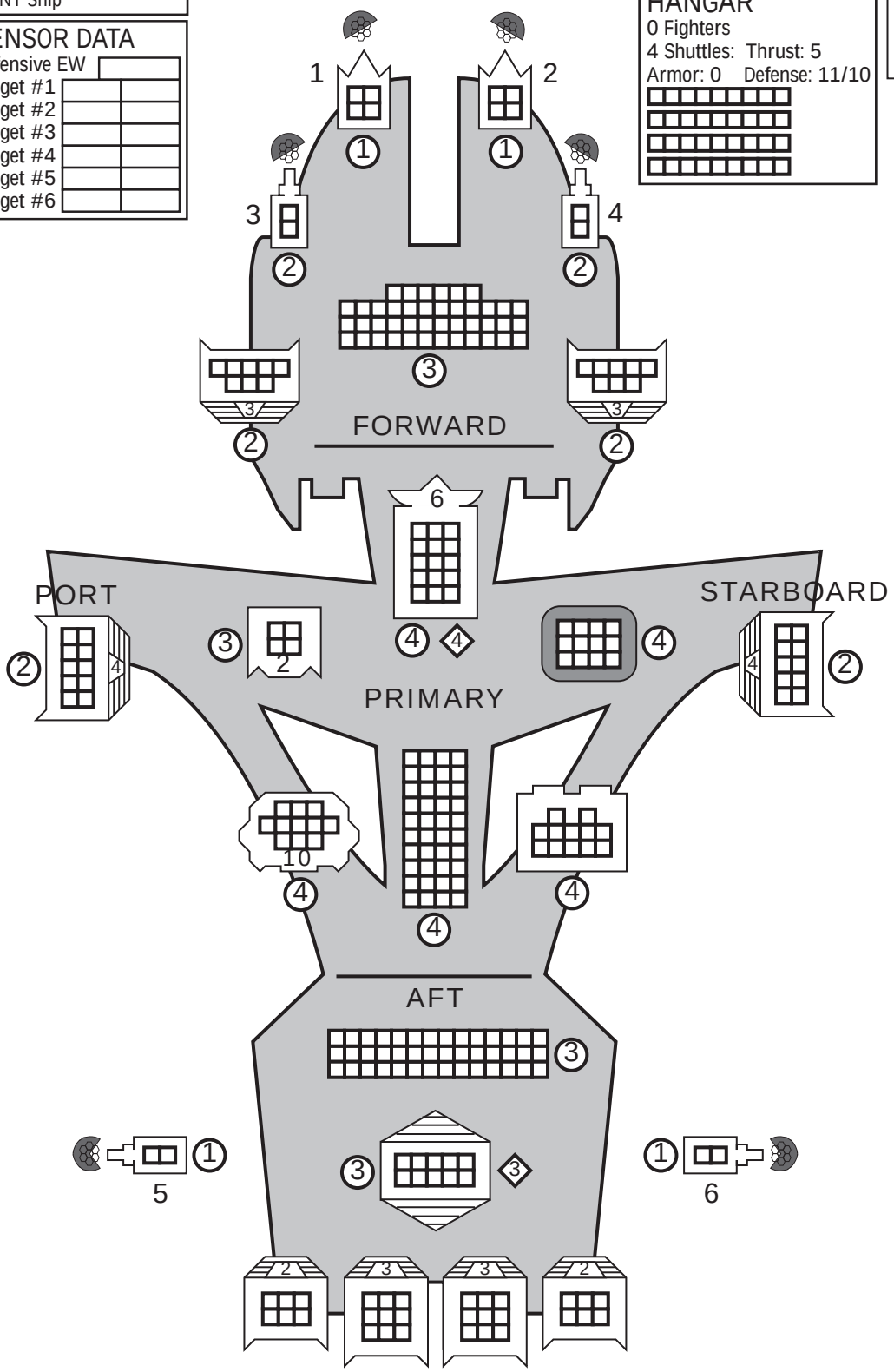
AFT HITS
1-6: Main Thrust
7-9: Lt Particle Beam
10-12: Jump Engine
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-7: Primary Structure
8-9: Port/Stb Thrust
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES
ELINT Ship

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

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



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

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