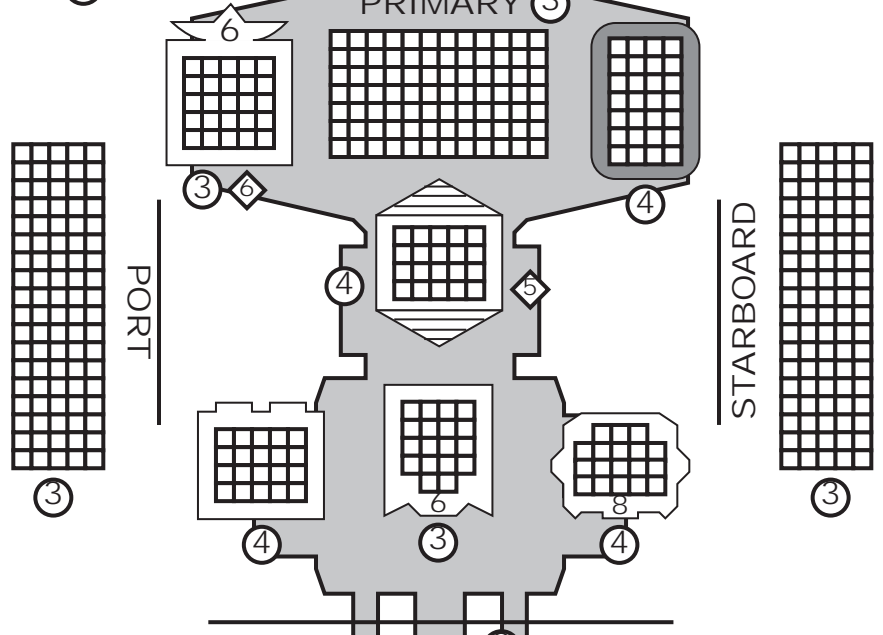
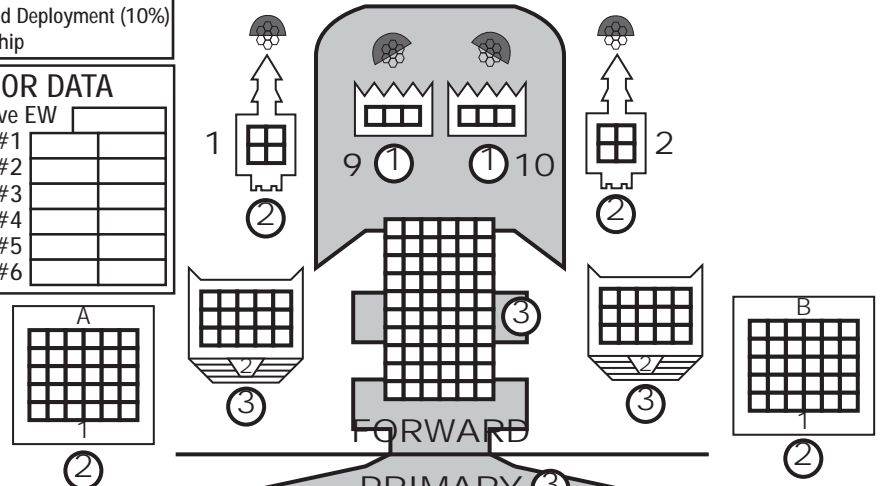
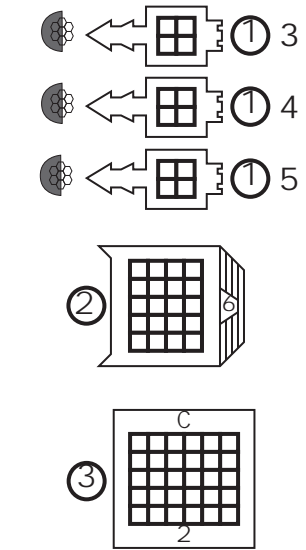




Circasian Kiralina Jump Ship

SPECS Class: Enormous Unit In Service: 1918 Point Value: 700 Ramming Factor: 380 Jump Delay: 36 Turns	MANEUVERING Turn Cost: 3/2 Speed Turn Delay: 3/2 Speed Accel/Decel Cost: 4 Thrust Pivot Cost: 8+8 Thrust Roll Cost: 5+5 Thrust	COMBAT STATS Fwd/Aft Defense: 17 Stb/Port Defense: 20 Engine Efficiency: 5/1 Extra Power: 0 Initiative Penalty: -2	WEAPON DATA Rocket Launcher Class: Ballistic Modes: Standard Damage: 2d6+2 Range Penalty: n/a (max 15) Fire Control: +1/+1/+1 Intercept Rating: n/a Rate of Fire: 1 per turn Point Plasma Gun Class: Plasma Mode: Standard Damage: 2d6 (-1 per hex) Range Penalty: -2 per hex Fire Control: +1/+1/+2 Int. Rating: -1 (vs. ballistics) Rate of Fire: 1 per turn									
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

FORWARD HITS 1-4: Retro Thrust 5-6: Rocket Launcher 7-8: Point Plasma Gun 9-11: Cargo 12-18: Forward Structure 19-20: PRIMARY Hit	SPECIAL NOTES Restricted Deployment (10%) ELINT Ship
SIDE HITS 1-5: Port/Stb Thrust 6-8: Rocket Launcher 9-11: Cargo 12-18: Port/Stb Structure 19-20: PRIMARY Hit	SENSOR DATA Defensive EW Target #1 Target #2 Target #3 Target #4 Target #5 Target #6
AFT HITS 1-6: Main Thrust 7-8: Point Plasma Gun 9-11: Cargo 12-18: Aft Structure 19-20: PRIMARY Hit	
PRIMARY HITS 1-8: Primary Structure 9-11: Jump Engine 12-13: Sensors 14-15: Engine 16-17: Hangar 18-19: Reactor 20: C&C	



	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Cargo
	Rocket Launcher
	Point Plasma Gun

HANGAR 12 Fighters 6 Cargo Shuttles: Thrust: 3 Armor: 0 Defense: 12/12
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