

# 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

## 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

## SIDE HITS

1-5: Port/Stb Thrust  
6-8: Rocket Launcher  
9-11: Cargo  
12-18: Port/Stb Structure  
19-20: PRIMARY Hit

## 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

## SPECIAL NOTES

Restricted Deployment (10%)  
ELINT Ship

## SENSOR DATA

Defensive EW

Target #1

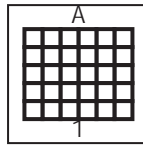
Target #2

Target #3

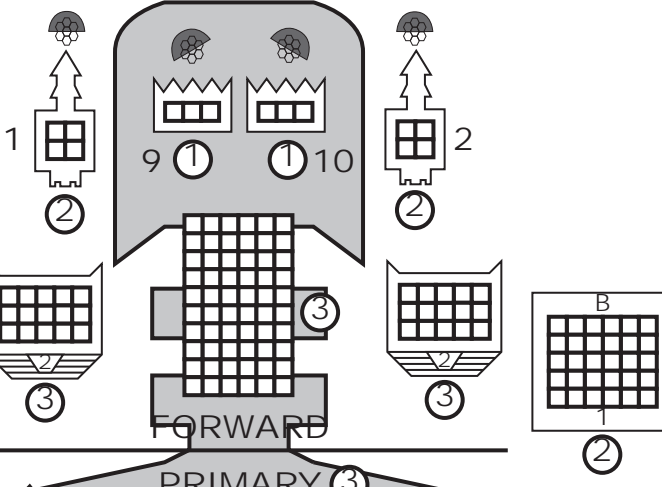
Target #4

Target #5

Target #6



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FORWARD

PRIMARY

AFT

E

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PORT

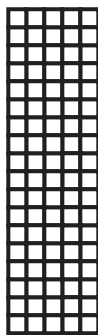
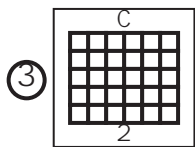
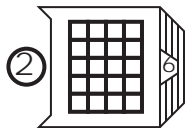
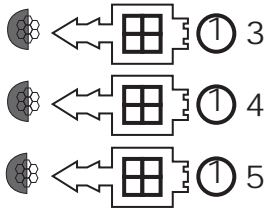
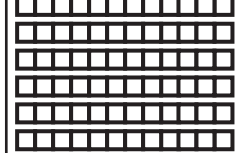
STARBOARD

## HANGAR

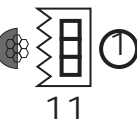
12 Fighters

6 Cargo Shuttles: Thrust: 3

Armor: 0 Defense: 12/12



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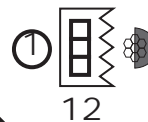
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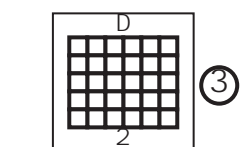
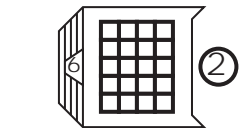
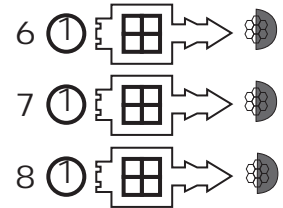
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## ICON RECOGNITION

