

Circasian Shenna Strike Carrier

SPECS

Class: Hvy Combat Vsl
In Service: 1953
Point Value: 375
Ramming Factor: 130
Jump Delay: N/A

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 3/1
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	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

Particle Lance

Class: Particle
Modes: Raking
Damage: 3d10+16
Range Penalty: -1 per 2 hexes
Fire Control: +4/+2/+0
Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Can fire as two light particle cannons at the same target.

Light Particle Cannon

Class: Particle
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per hex
Fire Control: +4/+2/+0
Intercept Rating: -2
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

Rocket Launcher

Class: Ballistic
Modes: Standard
Damage: 2d6+2
Range Penalty: None
Max Range: 15 hexes
Fire Control: +1/+1/+1
Intercept Rating: n/a
Rate of Fire: 1 per turn

FORWARD HITS

1-3: Retro Thrust
4-6: Particle Lance
7-9: Lt Particle Beam
10-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Rocket Launcher
8-10: Lt Particle Beam
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-10: Port/Stb Thrust
11-12: Sensors
13-14: Engine
15-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Limited Availability (33%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

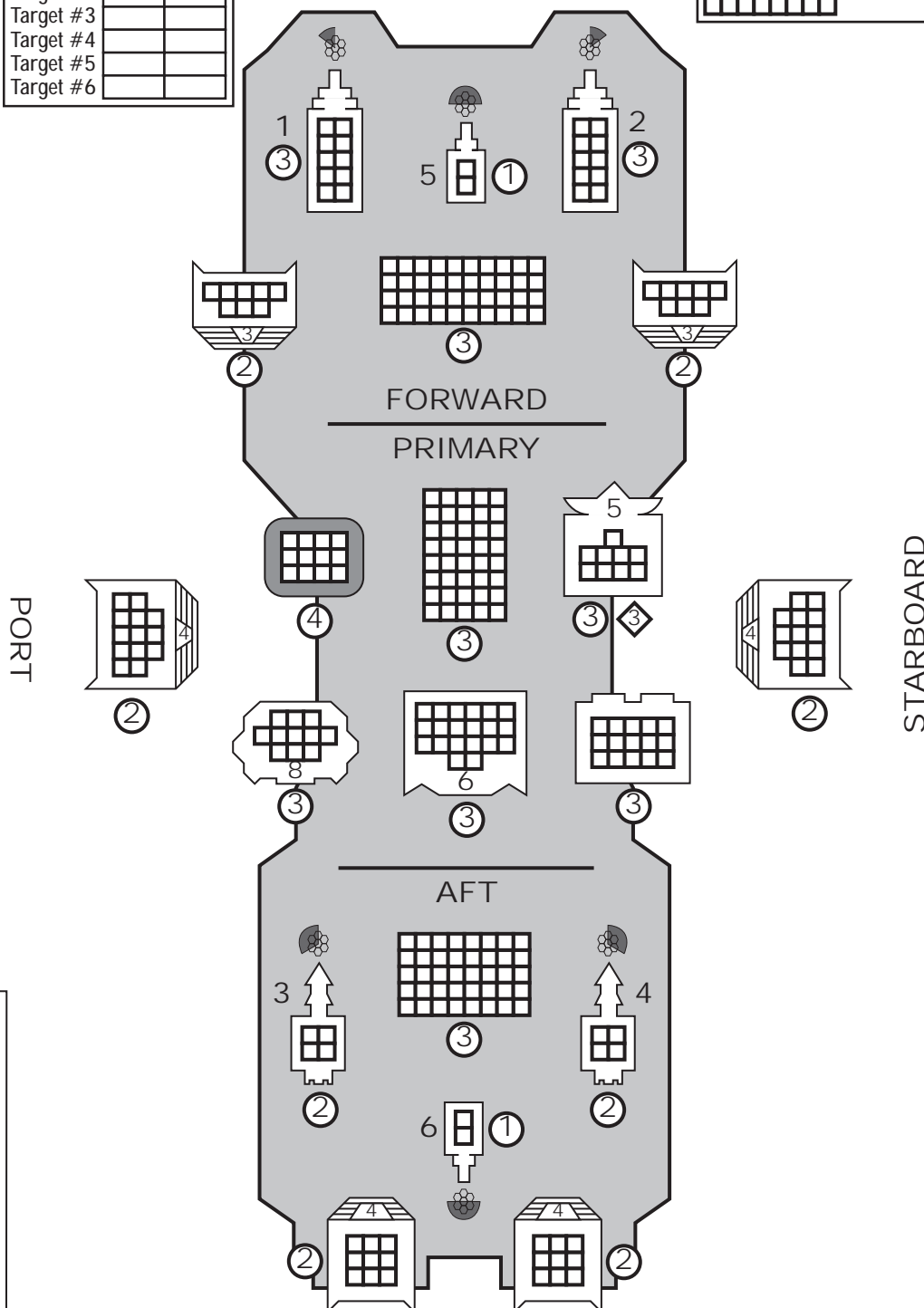
Target #6

HANGAR

18 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 10/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Particle Lance
- Lt Particle Beam
- Rocket Launcher