

Circasian Tormin Light Cruiser

SPECS

Class: Hvy Combat Vsl
In Service: 1971
Point Value: 380
Ramming Factor: 150
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/2 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: 16
Stb/Port Defense: 14
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	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	2	2	3	4	4	5	6	6	7	7	8

WEAPON DATA

Heavy Rocket Launcher
Class: Ballistic
Modes: Standard
Damage: 2d10+4
Range Penalty: None
Max Range: 30 hexes
Fire Control: +2/+1/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

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

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

Med. Plasma Cannon

Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

FORWARD HITS

1-4: Retro Thrust
5-6: Hvy Rocket Launcher
7-8: Lt Particle Cannon
9-10: Lt Plasma Cannon
11-12: Lt Particle Beam
13-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Lt Plasma Cannon
9-10: Lt Particle Beam
11-18: Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-11: Port/Stb Thrust
12-13: Sensors
14-15: Hangar
16-17: Engine
18-19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

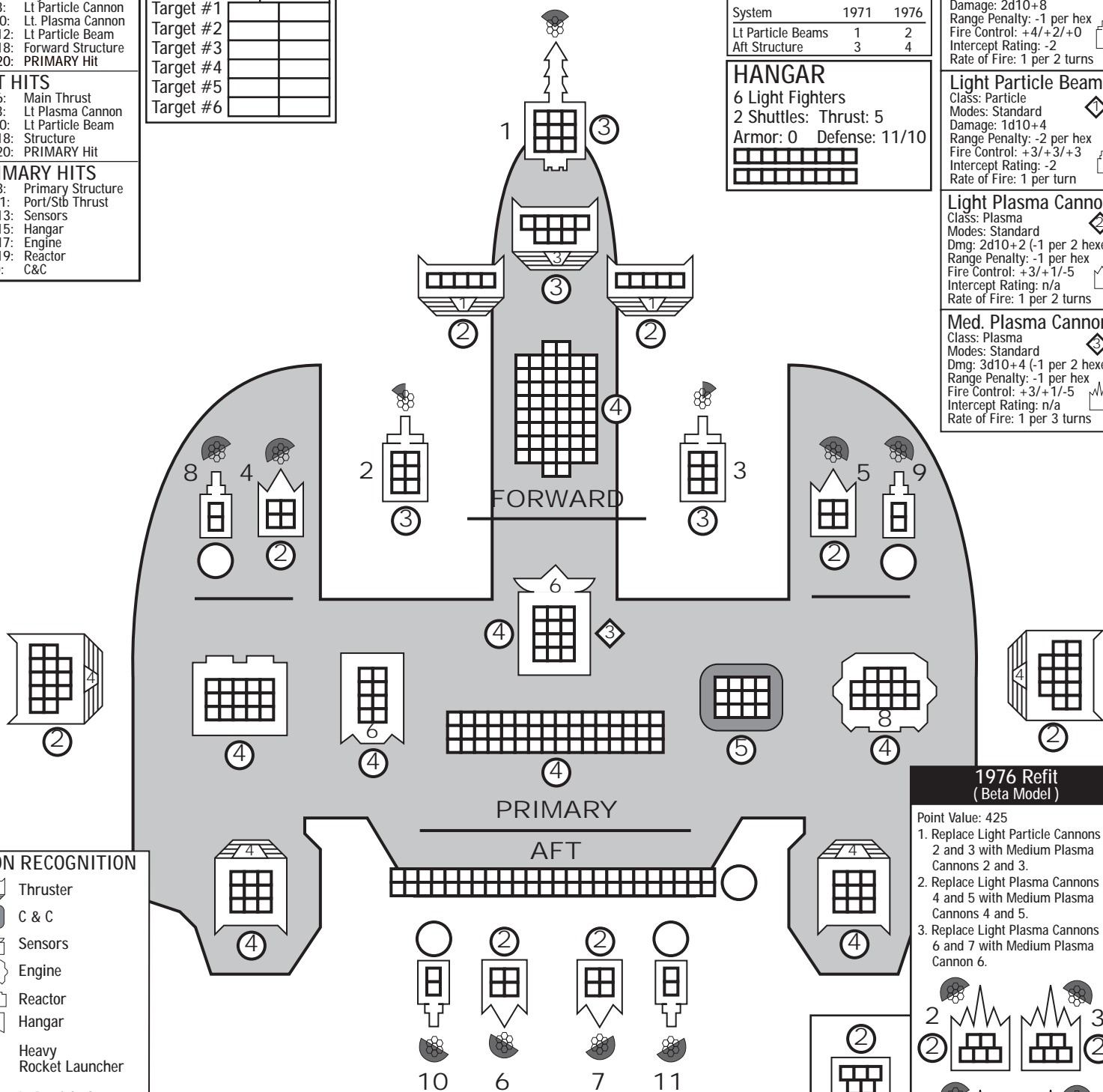
Target #6

ARMOR REFIT

System	1971	1976
Lt Particle Beams	1	2
Aft Structure	3	4

HANGAR

6 Light Fighters
2 Shuttles: Thrust: 5
Armor: 0 Defense: 11/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Heavy Rocket Launcher
- Lt Particle Cannon
- Lt Particle Beam
- Lt Plasma Cannon
- Medium Plasma Cannon

1976 Refit (Beta Model)

Point Value: 425

- Replace Light Particle Cannons 2 and 3 with Medium Plasma Cannons 2 and 3.
- Replace Light Plasma Cannons 4 and 5 with Medium Plasma Cannons 4 and 5.
- Replace Light Plasma Cannons 6 and 7 with Medium Plasma Cannon 6.

