

Circasian Dolinar Technology Cruiser

SPECS

Class: Capital Ship
In Service: 1958
Point Value: 500
Ramming Factor: 210
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

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 Laser Cannon

Class: Laser
Modes: Raking
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
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

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

FORWARD HITS

1-3: Retro Thrust
4-7: Particle Lance
8-9: Rocket Launcher
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4-5: Light Laser
6-8: Lt Particle Beam
9-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Lt Particle Cannon
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-10: Sensors
11-13: Engine
14-15: Hangar
16-18: Reactor
19: Laboratory
20: C&C

SPECIAL NOTES

Unique Ship (6 Exist)

Unreliable Ship:

Sluggish

Power Fluctuations

Engine Fluctuations

Light Laser Cannons on each side of the ship must fire in the same arc if both fired during a turn.

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

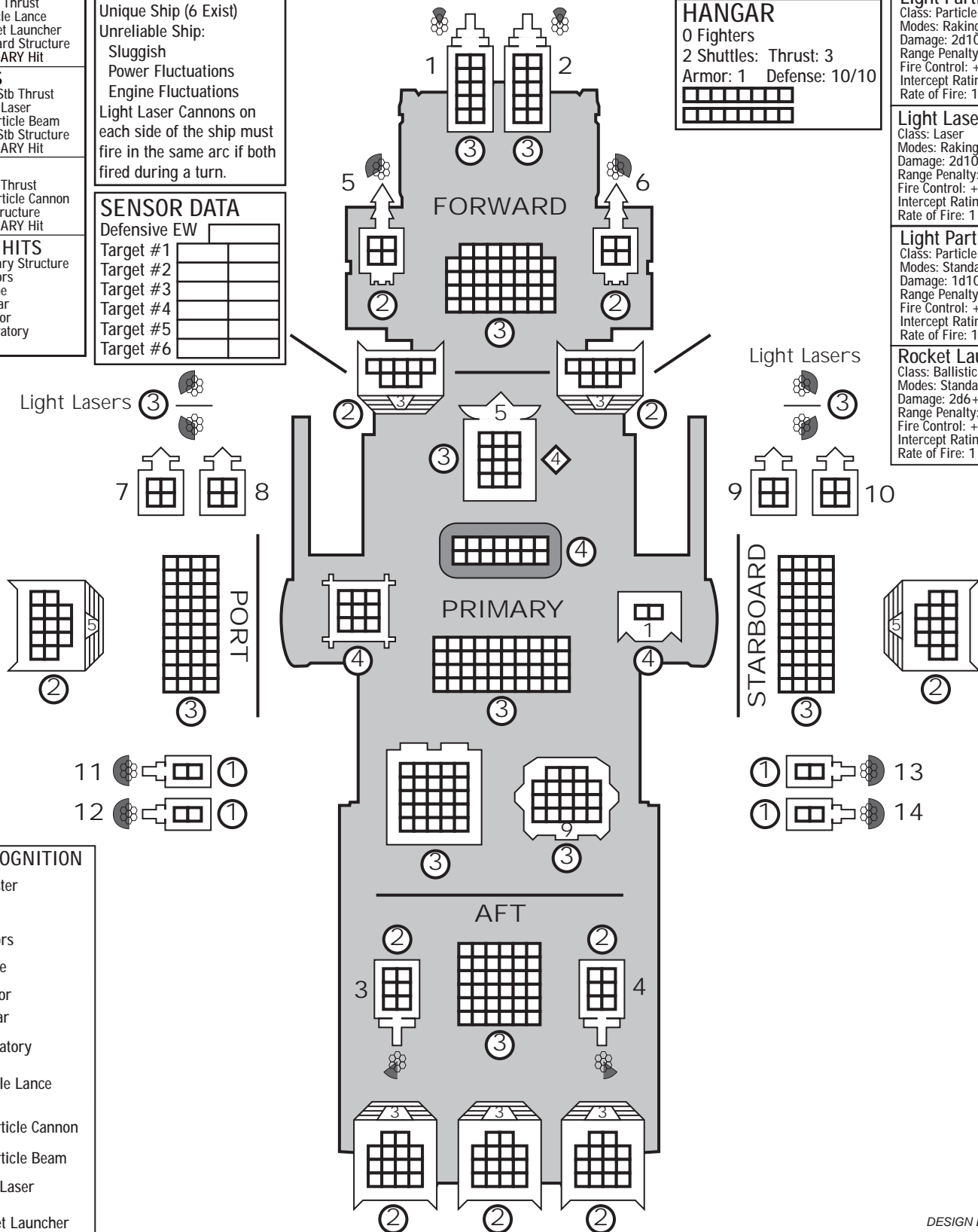
Target #6

HANGAR

0 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 10/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Laboratory
- Particle Lance
- Lt Particle Cannon
- Lt Particle Beam
- Light Laser
- Rocket Launcher