

Circasian Tigris Patrol Cruiser

SPECS

Class: Capital Ship
In Service: 1996
Point Value: 465
Ramming Factor: 220
Jump Delay: 24 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

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

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

Dual Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 5d10+8 (-1 per 2 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: May fire as two medium plasma cannons

Dispersal Cannon
Class: Particle
Modes: Standard
Damage: 2d6
Range Penalty: -2 per hex
Fire Control: +0/+0/+6
Intercept Rating: -3
Rate of Fire: 1 per turn
Special: Can be fired in active defense mode, subtracting 2d6 from the damage scored by any one weapon volley or set of linked fighter guns. Effects of multiple dispersal cannons are cumulative. See Rules.

FORWARD HITS

1-5: Retro Thrust
6-8: Med Plasma Cannon
9-10: Dispersal Cannon
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Dual Plasma Cannon
7-8: Dispersal Cannon
9-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

1-8: Primary Structure
9-10: Jump Engine
11-12: Sensors
13-14: Troop Quarters
15-16: Engine
17-18: Hangar
19: Reactor
20: C&C

SPECIAL NOTES

20 Marine Contingents

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

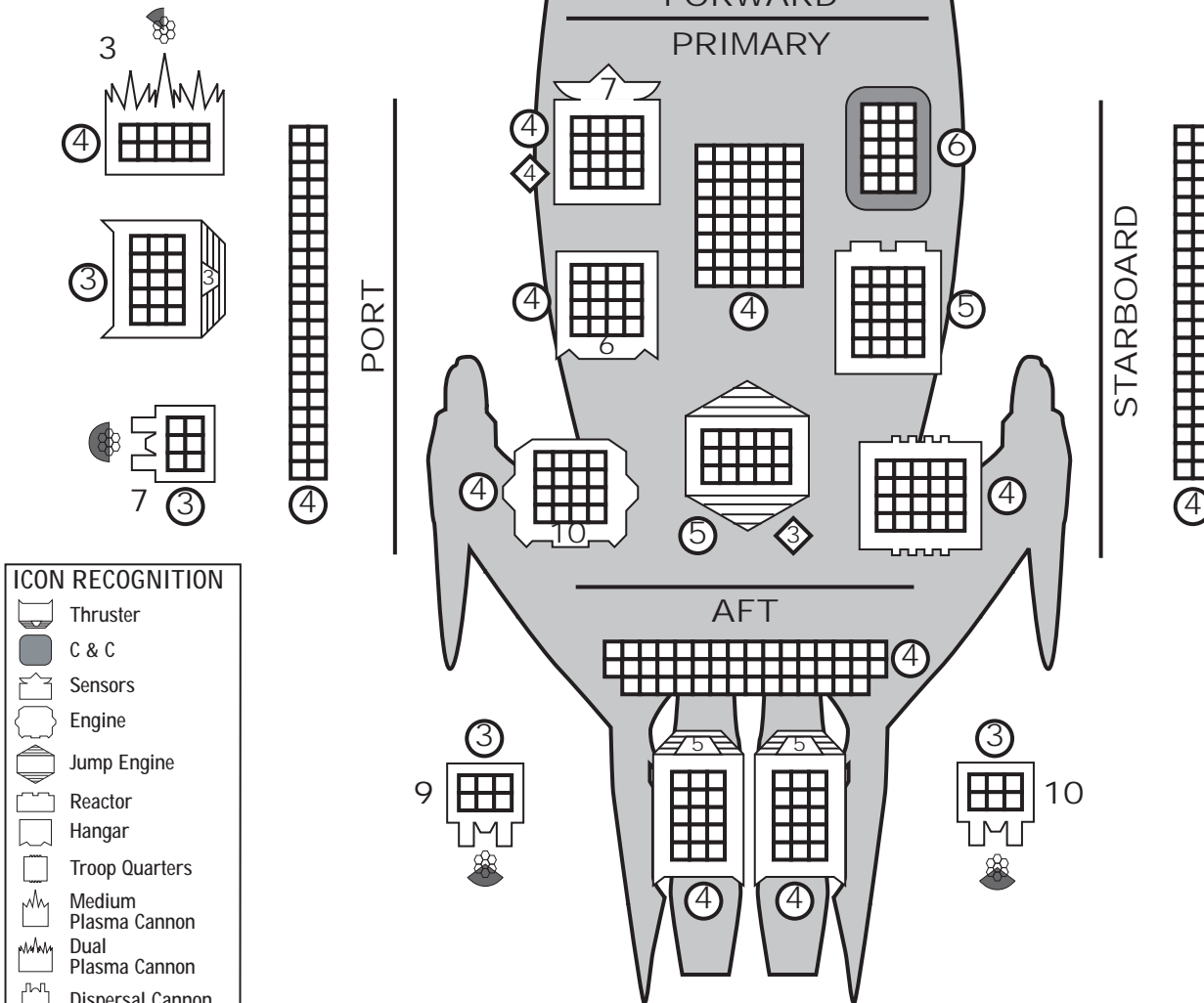
HANGAR

12 Medium Fighters

2 Breaching Pods

2 Shuttles: Thrust: 4

Armor: 1 Defense: 11/11



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Troop Quarters
- Medium Plasma Cannon
- Dual Plasma Cannon
- Dispersal Cannon

KAT'IN UNARMED BREACHING POD

Cost: 35 Defense: 10/10
Thrust: 9 Offense: 0
Armor: 2 Initiative: +9
No Weapons

