

Medushaan Strag Battle Carrier

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15
In Service: 2256	Turn Delay: 1 x Speed	Stb/Port Defense: 17
Point Value: 500	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 280	Pivot Cost: 3+3 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 3+3 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA
Plasma Repeater
Class: Plasma
Modes: Standard
Dmg: 2d10+3 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Can store up to 3 shots. Can fire all or separately
Twin Ultra-Light Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 2d6+4 (-1 per 2 hexes)
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Intercept Rating: -1
Rate of Fire: 2 per turn

FORWARD HITS
1-4: Retro Thrust
5-7: Plasma Repeater
8-10: Twin Ult Pl Cannon
11-12: Hangar
13-18: Forward Structure
19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust
5-6: Twin Ult Pl Cannon
7-8: Plasma Repeater
9-11: Hangar
12-18: Port/Stb Structure
19-20: PRIMARY Hit
AFT HITS
1-8: Main Thrust
9-10: Twin Ult Pl Cannon
12-18: Aft Structure
19-20: PRIMARY Hit
PRIMARY HITS
1-10: Primary Structure
11-13: Sensors
14-15: Engine
16-17: 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

MAIN HANGAR
0 Fighters
2 Shuttle: Thrust: 7
Armor: 3 Defense: 8/9

SIDE HANGARS
6 Medium Fighters each
FORWARD HANGAR
12 Heavy Fighters

