

Medushaan Motas Strike Carrier

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2244	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value: 475	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 170	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	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	

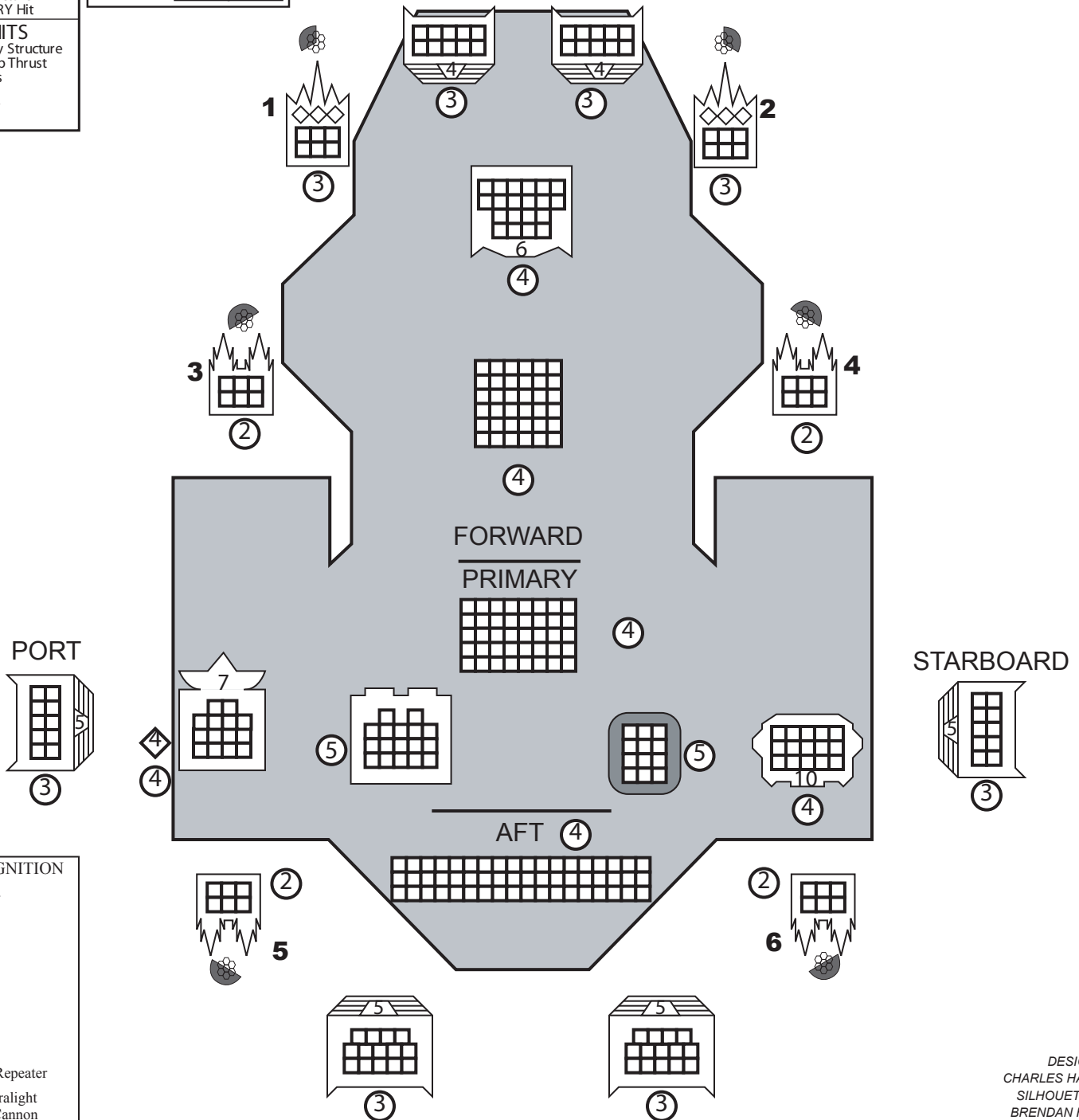
WEAPON DATA
Plasma Repeater
Class: Plasma
Modes: Standard
Dmg: 2d10+3 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Can store up to 3 shots. Can fire all or separately

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

SENSOR DATA
Defensive EW
Target # 1
Target # 2
Target # 3
Target # 4
Target # 5
Target # 6

FORWARD HANGAR
12 Medium Fighters
6 Heavy Fighters
2 Shuttle: Thrust: 7
Armor: 3 Defense: 8/9



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Plasma Repeater
Twin Ultralight Plasma Cannon