



# Medushaan Vena class Light Carrier

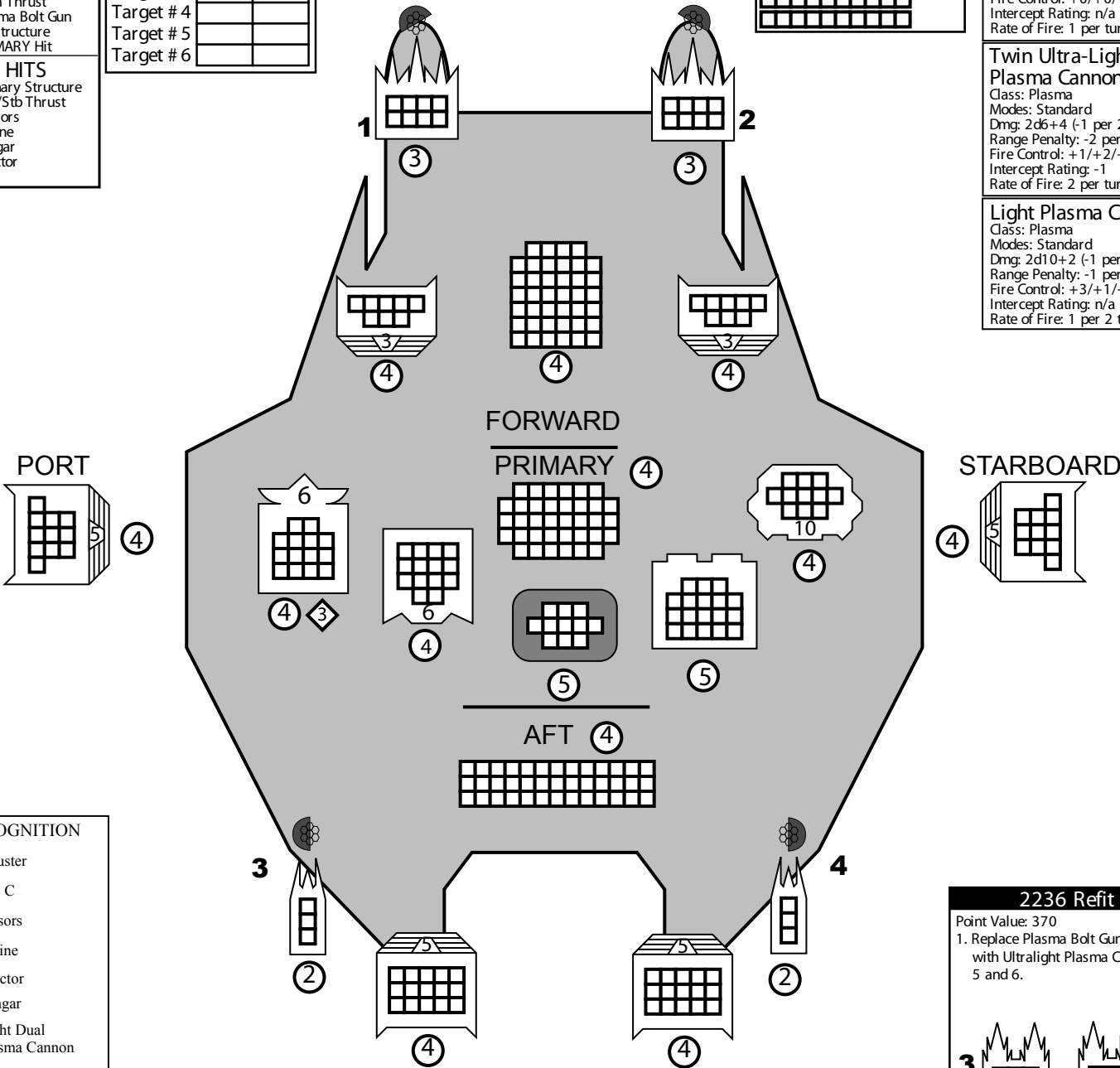
SPECS	MANEUVERING								COMBAT STATS			
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed								Fwd/Aft Defense: 13			
In Service: 2225	Turn Delay: 1/2 Speed								Stb/Port Defense: 14			
Point Value: 330	Accel/Decel Cost: 2 Thrust								Engine Efficiency: 3/1			
Ramming Factor: 150	Pivot Cost: 2+2 Thrust								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	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6










HANGAR
12 Fighters
2 Shuttles: Thrust: 7
Armor: 3 Defense: 8/9
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WEAPON DATA
<b>Light Dual Plasma Cannon</b>
Class: Plasma
Mode: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: May fire as two light plasma cannons
<b>Plasma Bolt Gun</b>
Class: Plasma
Modes: Standard
Dmg: 1d10+4 (-2 per hex)
Range Penalty: -2 per hex
Fire Control: +0/+0/+4
Intercept Rating: n/a
Rate of Fire: 1 per turn
<b>Twin Ultra-Light Plasma Cannon</b>
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
<b>Light Plasma Cannon</b>
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

FORWARD HITS
1-4: Retro Thrust
5-8: Lt Dual Pl Cannon
9-18: Forward Structure
19-20: PRIMARY Hit
AFT HITS
1-8: Main Thrust
9-11: Plasma Bolt Gun
12-18: Aft Structure
19-20: PRIMARY Hit
PRIMARY HITS
1-8: Primary Structure
9-10: Port/Stb Thrust
11-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

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



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Light Dual Plasma Cannon
	Plasma Bolt Gun
	Twin Ultralight Plasma Cannon

2236 Refit
Point Value: 370
1. Replace Plasma Bolt Gun 5 and 6 with Ultralight Plasma Cannons 5 and 6.
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