



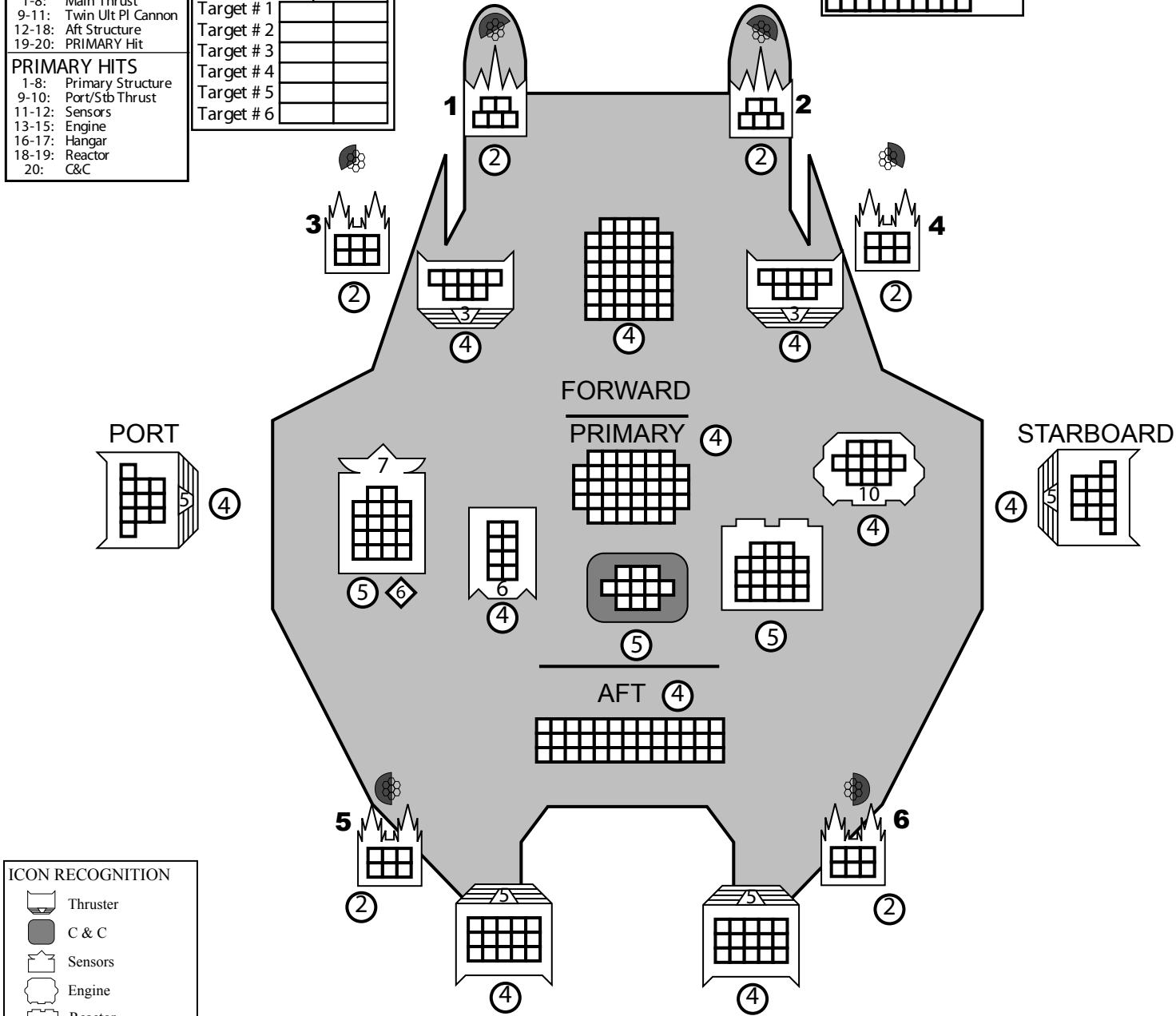
Medushaan Occar class Jamming Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 13
In Service: 2238	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: 350	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
		6 Fighters
		2 Shuttles: Thrust: 7
		Armor: 3 Defense: 8/9
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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
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: Twin Ult Pl Cannon
8-10: Plasma Cannon
11-18: Forward Structure
19-20: PRIMARY Hit
AFT HITS
1-8: Main Thrust
9-11: Twin Ult Pl Cannon
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

SPECIAL NOTES
Limited ELINT Unit
Defensive ELINT only
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
Plasma Cannon
Twin Ultralight Plasma Cannon