

Circasian Dolinar-P Plasma Cruiser

SPECS

Class: Capital Ship
In Service: 1973
Point Value: 500
Ramming Factor: 210
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: +5
Initiative Bonus: +0

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

Light Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Rocket Launcher

Class: Ballistic
Modes: Standard
Damage: 2d6+2
Range Penalty: n/a (max 15)
Fire Control: +1/+1/+1
Intercept Rating: n/a
Rate of Fire: 1 per turn

FORWARD HITS

1-3: Retro Thrust
4-6: Med Plasma Cannon
7-8: Rocket Launcher
9-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4-5: Med Plasma Cannon
6-8: Lt Particle Beam
9-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

1-8: Primary Structure
9-10: Sensors
11-13: Engine
14-15: Hangar
16-18: Reactor
19: Laboratory
20: C&C

SPECIAL NOTES

Unique Ship (2 Exist)
Unreliable Ship:
Sluggish
Power Fluctuations
Engine Fluctuations

SENSOR DATA

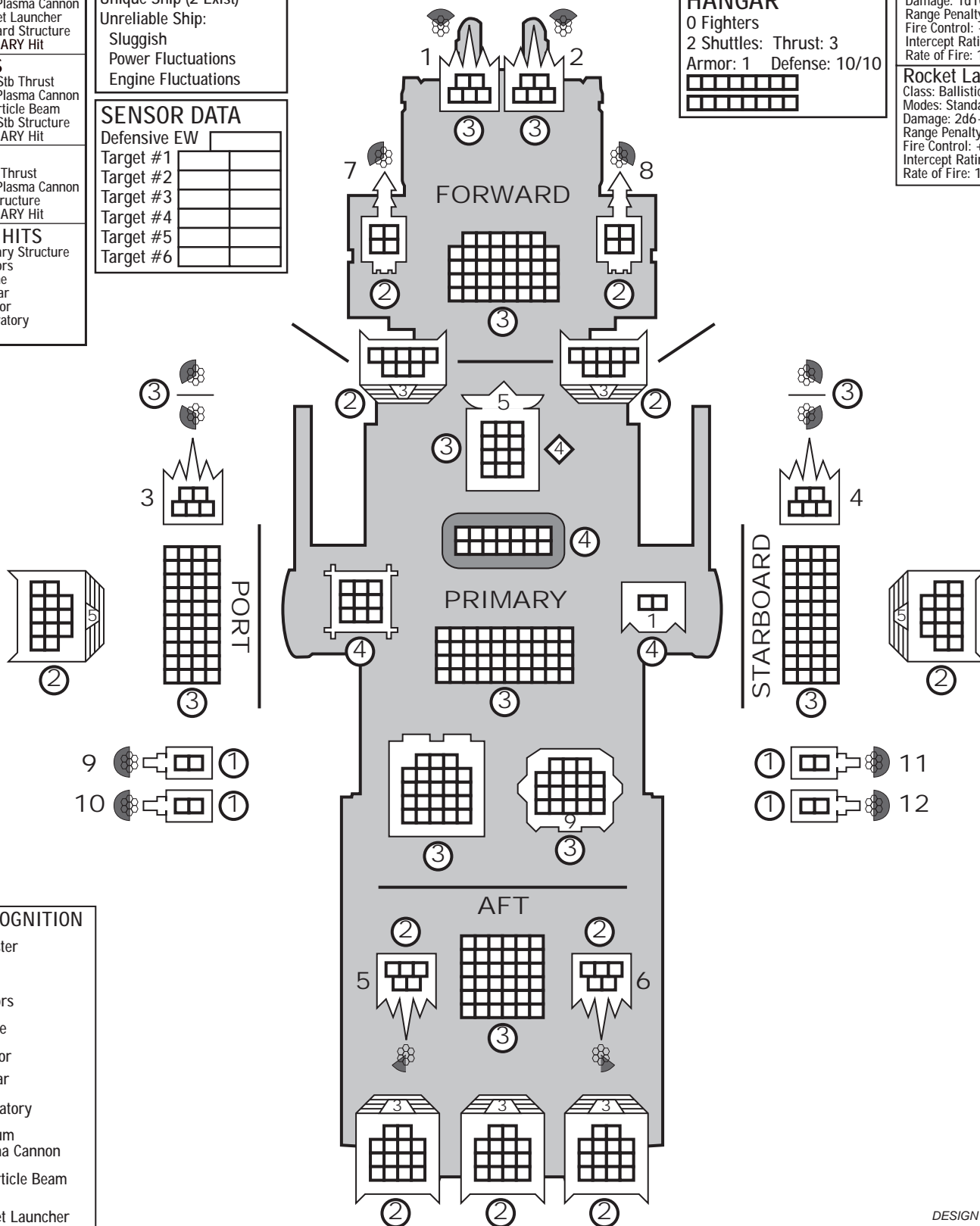
Defensive EW

Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

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

HANGAR

0 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 10/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Laboratory
- Medium Plasma Cannon
- Lt Particle Beam
- Rocket Launcher