



EAS Condor Strike Carrier

SPECS	MANEUVERING							COMBAT STATS				
Class: Hvy Combat Vsr	Turn Cost: 1/2 Speed							Fwd/Aft Defense: 13				
In Service: 2248	Turn Delay: 1/3 Speed							Stb/Port Defense: 12				
Point Value: 550	Accel/Decel Cost: 2 Thrust							Engine Efficiency: 2/1				
Ramming Factor: 110	Pivot Cost: 2+2 Thrust							Extra Power: +6				
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	1	2	2	2	3	3	3	4	4	4

WEAPON DATA	
Particle Cannon	
Class: Particle	
Modes: Raking	7
Damage: 2d10+15	
Range Penalty: -1 per 2 hexes	
Fire Control: +5/+4/+2	
Intercept Rating: -1	
Rate of Fire: 1 per 2 turns	
Medium Laser Cannon	
Class: Laser	
Mode: Raking	5
Damage: 3d10+12	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+2/-3	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Standard Particle Beam	
Class: Particle	
Modes: Standard	1
Damage: 1d10+6	
Range Penalty: -1 per hex	
Fire Control: +4/+4/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	

SIDE HITS
1-3: Port/Stb Thrust
4-5: Medium Laser
6-7: Particle Cannon
8-9: Std Particle Beam
10-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Structure
9-11: Fwd/Aft Thrust
12: Catapult
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Special Hull Arrangement
(No Fwd/Aft Hits)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

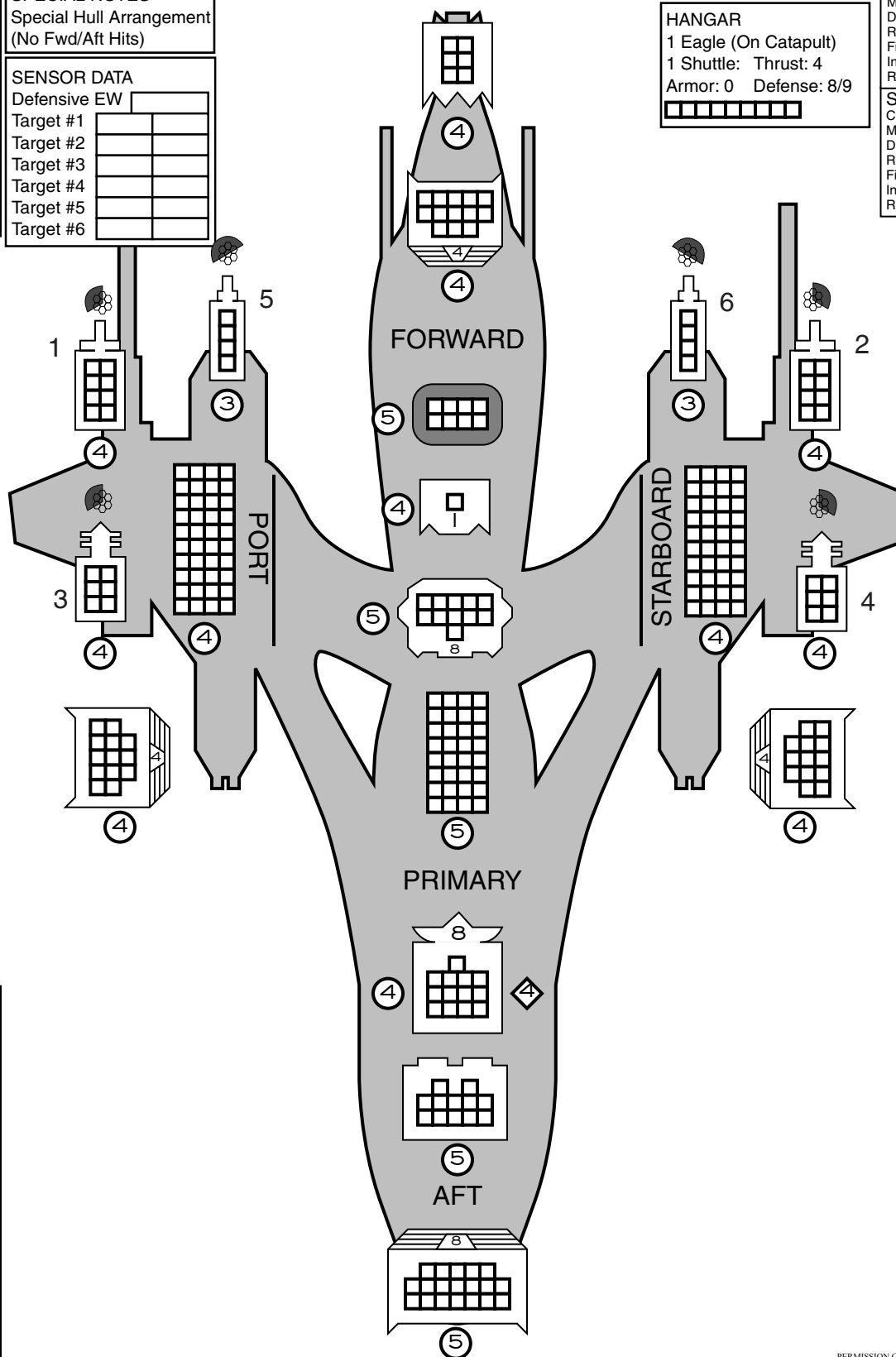
HANGAR

1 Eagle (On Catapult)

1 Shuttle: Thrust: 4

Armor: 0 Defense: 8/9

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ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Catapult
- Med Laser Cannon
- Particle Cannon
- Std Particle Beam