

Commando Bombardment Ship

SPECS

Class: Medium Ship
In Service: 2260
Point Value: 600
Ramming Factor: 160
Jump Delay: N/A

MANEUVERING

Turn Cost: 3/2 x Speed
Turn Delay: 3/2 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 19
Engine Efficiency: 3/1
Extra Power: 0
Initiative Penalty: -4

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

WEAPON DATA

Standard Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Medium Laser Cannon

Class: Laser
Modes: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Interception Rating: n/a
Rate of Fire: 1 per 3 turns

Medium Pulse Cannon

Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Particle Cannon

Class: Particle
Modes: Raking
Damage: 2d10+15
Range Penalty: -1 per 2 hexes
Fire Control: +5/+4/+2
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Class-S Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-2: Retro Thrust
3-4: Med Laser 1 or 2
5-6: Med Pulse 5 or 6
7-8: Particle Cannon 9 or 10
9-10: Missile 13 or 14
11-12: Reactor A or B
13-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-2: Main Thrust
3-4: Med Laser 3 or 4
5-6: Med Pulse 7 or 8
7-8: Particle Cannon 11 or 12
9-10: Missile 15 or 16
11-12: Reactor A or B
13-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-6: Port/Stb Thrust
7-8: Std Particle Beam 17 or 18
9-11: Sensors
11-13: Engine
14-15: Hangar
16-17: Reactor A
18-19: Reactor B
20: C & C

Notes:

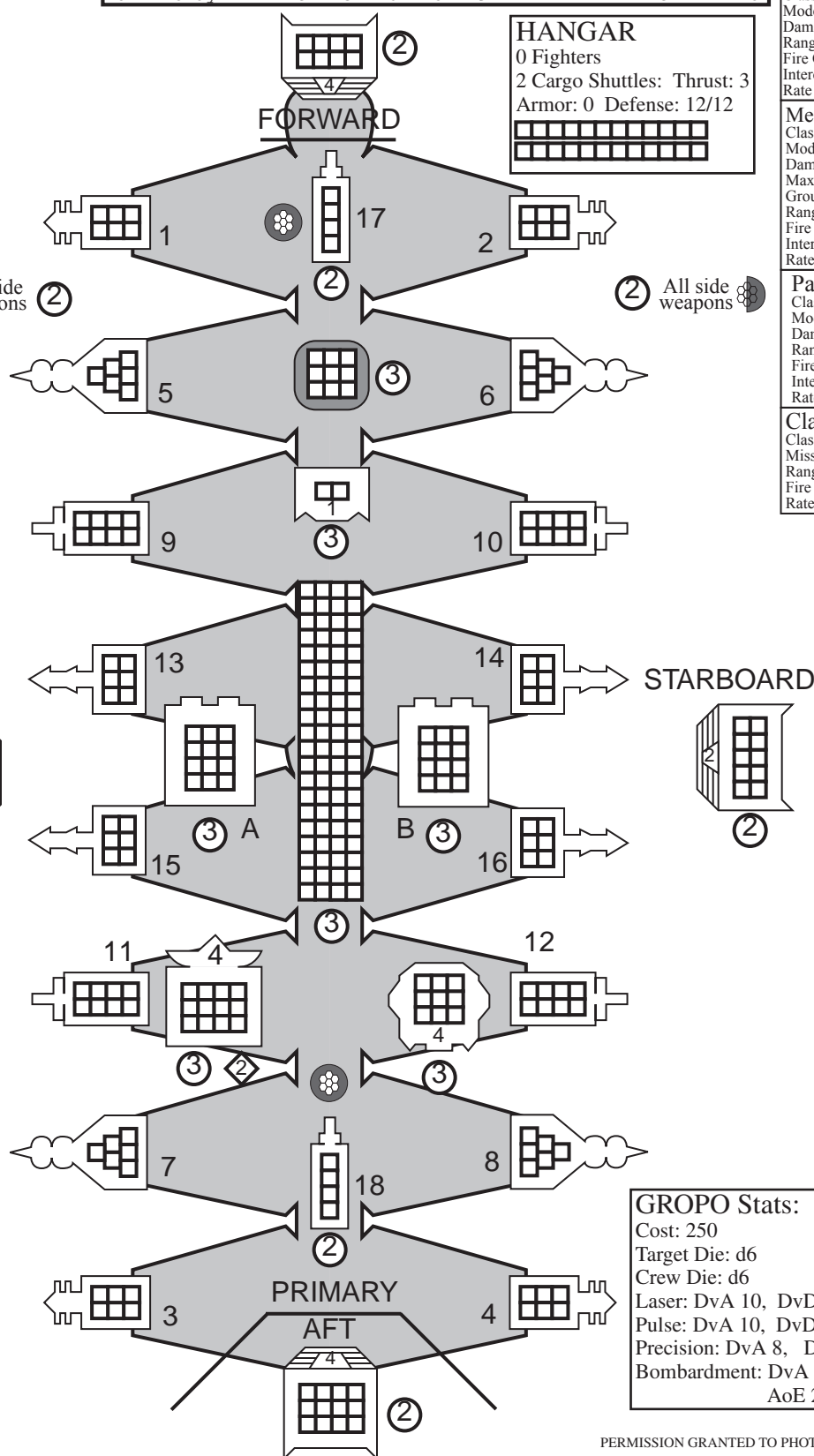
Ground support scenario specific deployment only.
Reactor A powers the Port weapons and Reactor B powers the Starboard weapons.
Shutting down a reactor powers down the weapons it controls.
Loss of either Reactor destroys the ship.

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
- Std Particle Beam
- Pulse Cannon
- Class-S Rack
- Missile Rack
- Medium Laser
- Particle Cannon



GROPO Stats:

Cost: 250
Target Die: d6
Crew Die: d6
Laser: DvA 10, DvD 4, Delay 3
Pulse: DvA 10, DvD 5, Delay 2
Precision: DvA 8, DvD 8, Delay 2
Bombardment: DvA 6, DvD 4, Delay 2
AoE 2"R