

Commando Troopship

SPECS

Class: Medium Ship
In Service: 2241
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

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

FORWARD HITS

1-3: Retro Thrust
4-5: Std P-Beam 5-6
6-7: Particle Cannons 1-2
8-9: Cargo A-E
10-11: Hanger A
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-3: Main Thrust
4-5: Std P-Beam 7-8
6-7: Particle Cannons 3-4
8-9: Cargo F-I
10-11: Hanger B-C
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-7: Port/Stb Thrust
8-9: Std P-Beam 9-10
10-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

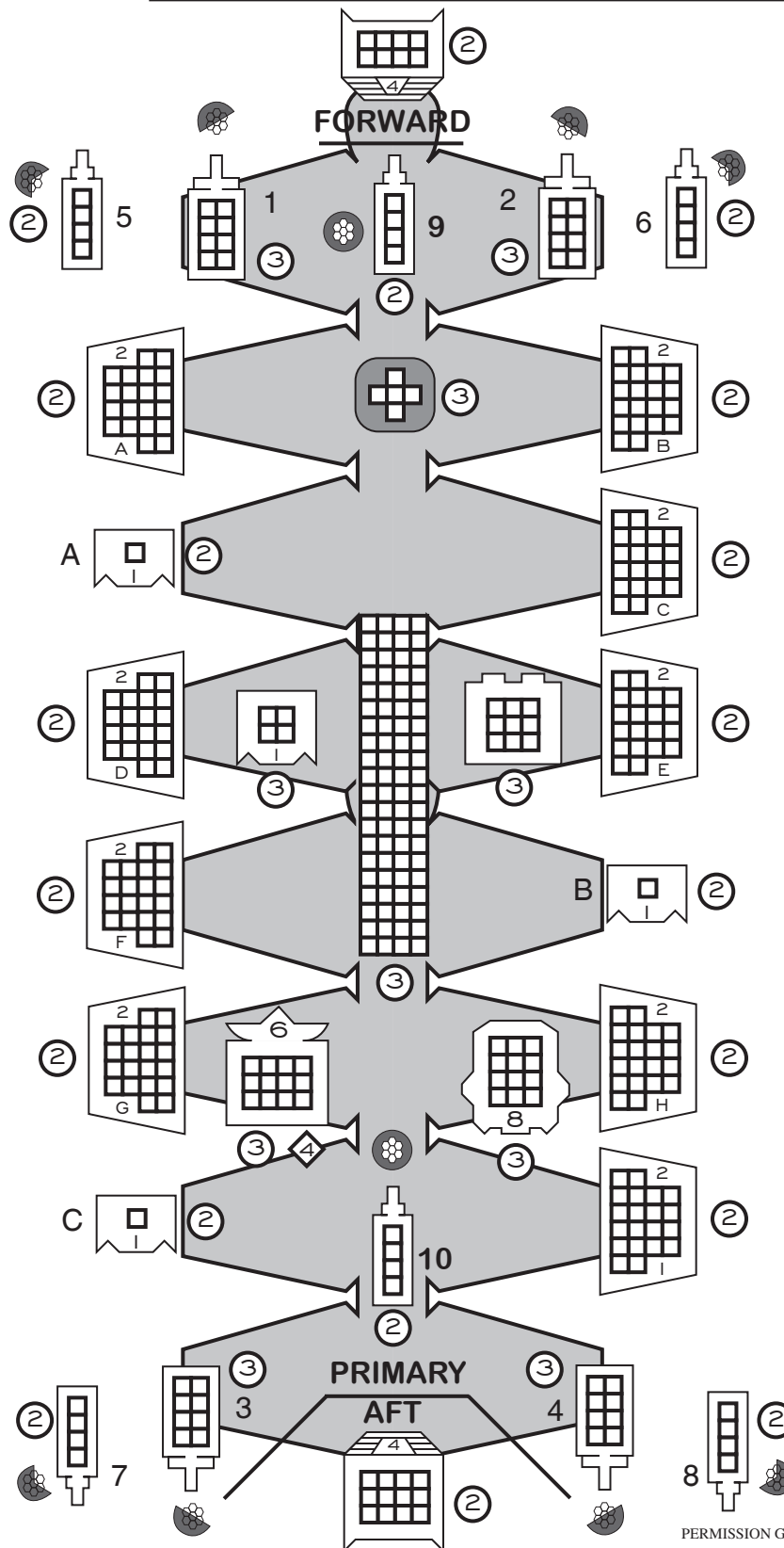
SENSOR DATA

Defensive EW

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

Troop Notes

Each cargo pod carries one dismounted GROPO infantry platoon. Each Assault Shuttle carries three platoons.



HANGAR

0 Fighters
4 Cargo Shuttles: Thrust: 3
Armor: 0 Defense: 12/12

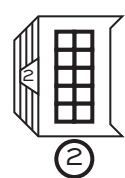
OTHER HANGARS

1 Assault Shuttle
0 Shuttles

PORT



STARBOARD



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Std Particle Beam
- Particle Cannon