

EA Condor Assault Lander (Alpha Model)

SPECS

Class: Hvy Combat Vsl
In Service: 2209
Point Value: 400
Ramming Factor: 125
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14 (11)
Stb/Port Defense: 14 (11)
Engine Efficiency: 3/1
Power Shortage: +0
Initiative Bonus: +6

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

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

Interceptor Mk-I

Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: -/-/+6
Range Penalty: -2 per hex

FORWARD HITS

1-4: Retro Thrust
5-6: Med Plasma Cannon
7-8: Interceptor
9-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Std Particle Beam
9-10: Interceptor
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Structure
7-8: Port/Stbd Thrust
9-10: Quarters
11-12: Cargo
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

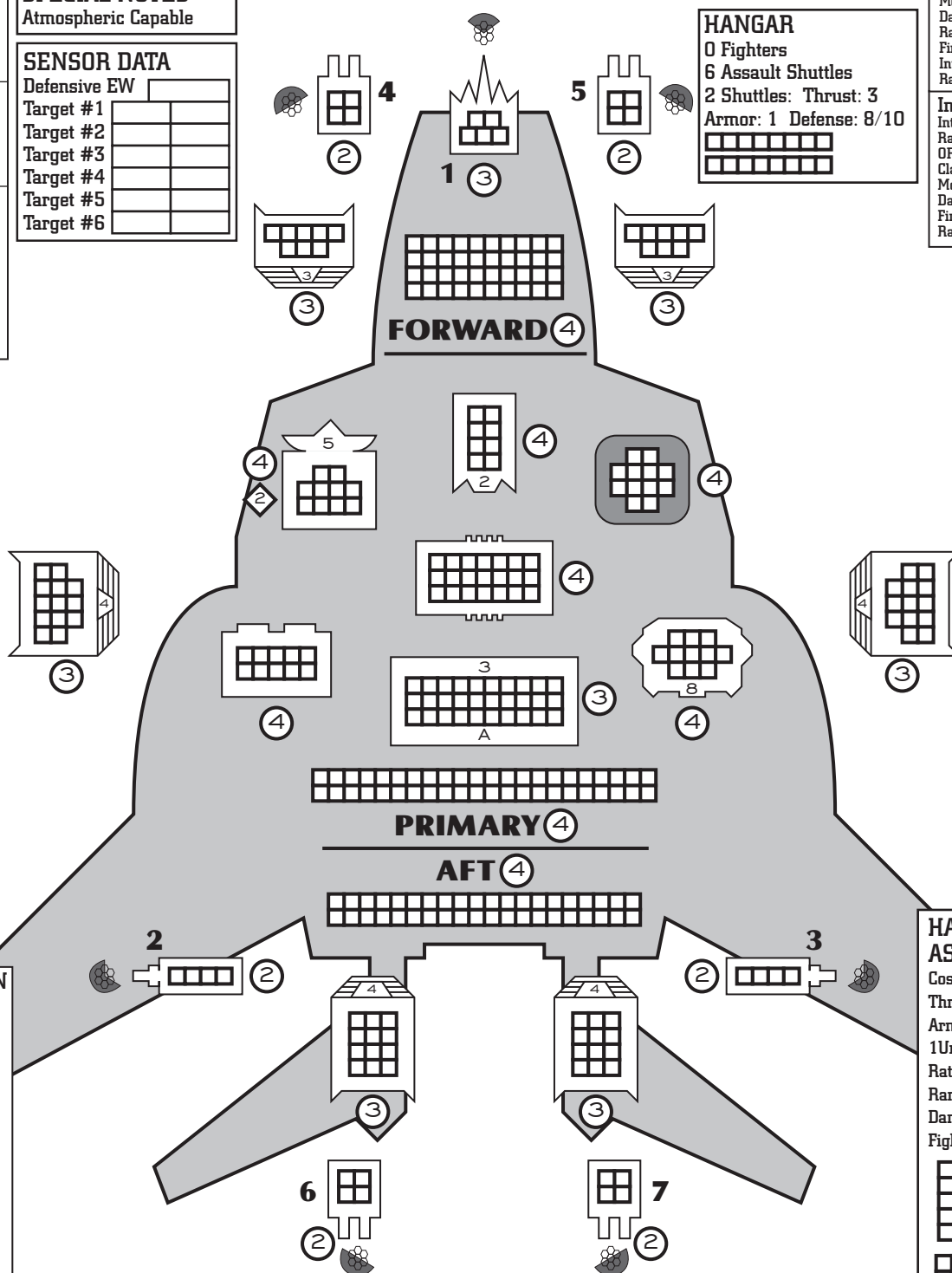
HANGAR

0 Fighters

6 Assault Shuttles

2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Quarters
- Cargo
- Medium Plasma Cannon
- Std Particle Beam
- Interceptor

HADES-CLASS ASSAULT SHUTTLE

Cost: 30 Defense: 8/8
Thrust: 6 Offense: +3
Armor: 2 Initiative: +9
1 Uni-Pulse Cannon
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+4
Fighter Firing Arc:

