

# Commando Carrier

## 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

## 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  
6-8: Particle Cannon 1-2  
9-11: Hangers A-F  
12-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-3: Main Thrust  
4-5: Std P-Beam 7-8  
6-8: Particle Cannon 3-4  
9-11: Hangers G-L  
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

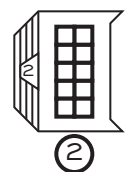
Target #5

Target #6

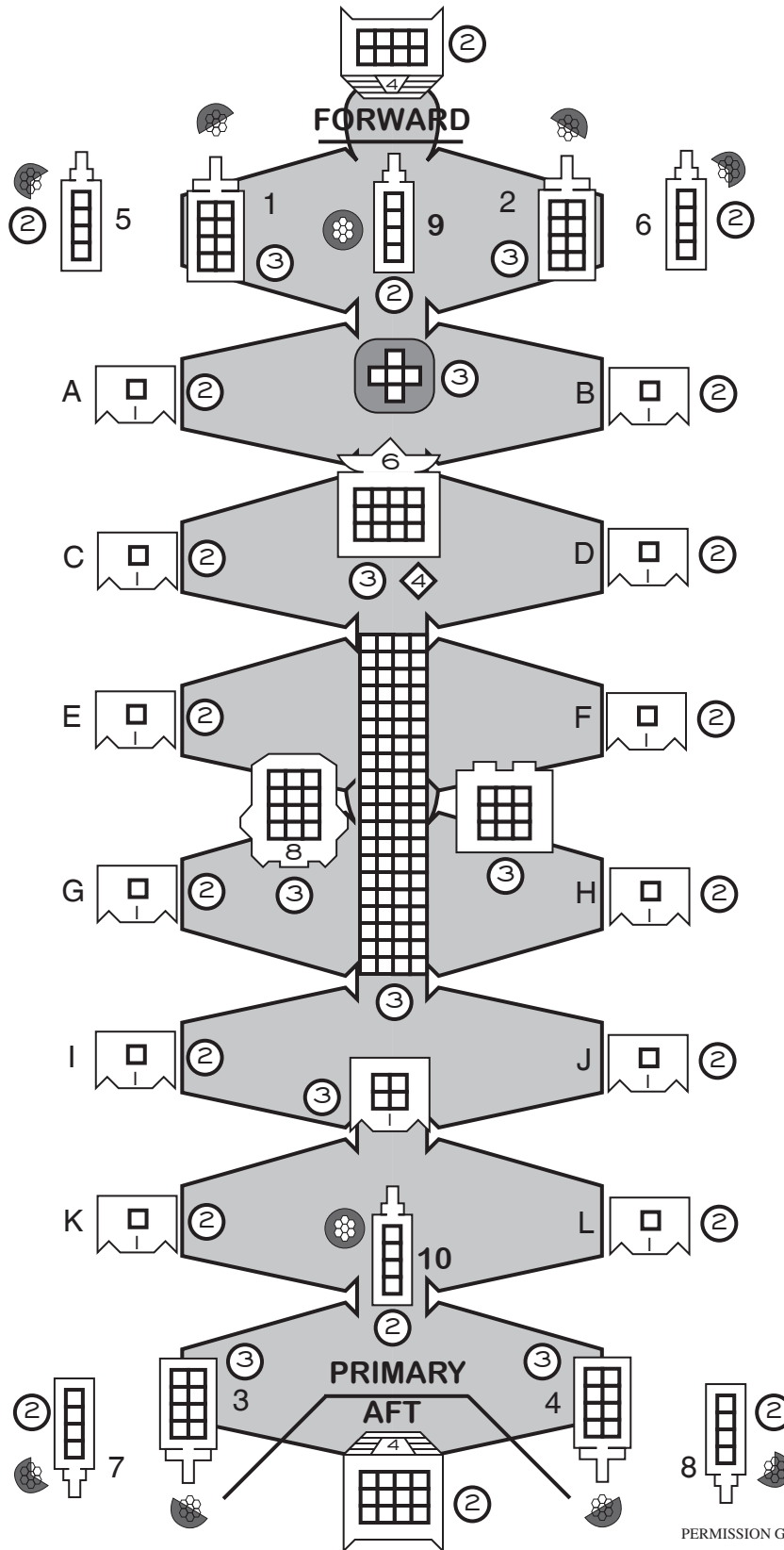
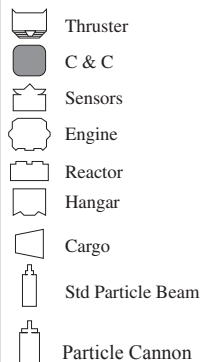
## PORT



## STARBOARD

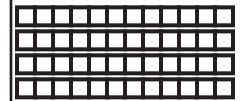


## ICON RECOGNITION



## HANGAR

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



## OTHER HANGARS

1 Fighter (Heavy or Smaller)  
0 Shuttles