



Modrani Dekkari Fleet Carrier

SPECS

Class: Capital Ship
In Service: 2142
Point Value: 600
Ramming Factor: 270
Jump Delay: 14 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15*
Stb/Port Defense: 15*
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +1

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

WEAPON DATA

Tachyon Pulser

Class: Tachyon
Mode: Pulse
Damage: 9 1d4 Times
Maximum Pulses: 4
Grouping Range: n/a
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -1
Rate of Fire: 1 per turn

Gatling Array Mk2

Class: Tachyon
Mode: Standard
Damage: 2d6+3
Range Penalty: -2 per hex
Fire Control: -/-/+8
Intercept Rating: -2
Rate of Fire: 2 per turn

Tachyon Distortion Field Generator

Subtract Field Factor from incoming chance to hit and any damage subvolley scored on ship. Random chance that shield affects incoming shot. For each shot, roll 1d10 and consult chart:
1-3: Shield has no effect
4+: Shield active vs shot

FORWARD HITS

- 1-4: Retro Thrust
- 5: Tachyon Pulser
- 6-7: Gatling Array
- 8-9: Hangar
- 10-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-4: Port/Stb Thrust
- 5-6: Tachyon Pulser
- 7: Gatling Array
- 8-9: Hangar
- 10-18: Port/Stb Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7: Tachyon Pulser
- 8-9: Gatling Array
- 10-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Primary Structure
- 9-10: Jump Engine
- 11: Tachyon Generator
- 12-13: Sensors
- 14-15: Engine
- 16-17: Hangar
- 18-19: Reactor
- 20: C&C

SPECIAL NOTES

Tachyon Distortion Field:
(Strength 3)

SENSOR DATA

Defensive EW

Target #1

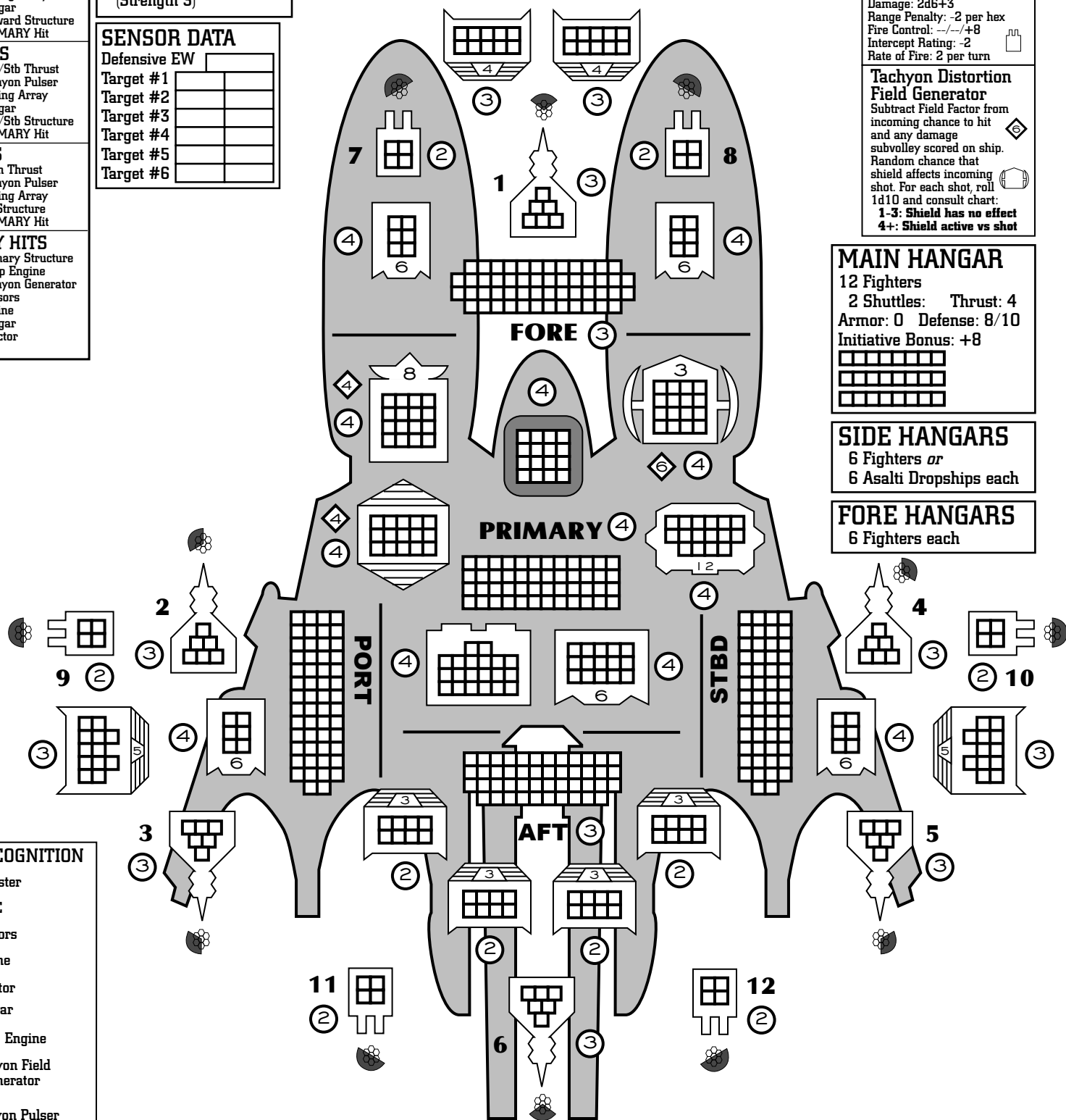
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Tachyon Field Generator
- Tachyon Pulser
- Tachyon Gatling Array

MAIN HANGAR

12 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/10
Initiative Bonus: +8

SIDE HANGARS

6 Fighters or
6 Asalti Dropships each

FORE HANGARS

6 Fighters each