

Commonwealth Glorious Heritage Class Heavy Cruiser



SPECS

Class: Capital Ship
In Service: ?
Point Value: 22400?
Ramming Factor:
Slip Delay: 15 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 3/4 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 16(17*)
Stb/Port Defense: 18(18*)
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +1

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

SPECIAL NOTES

Ignores First C&C Critical
Gravitic Drive
Battle Blades*
Command Bonus +2

WEAPON DATA

ELS Missile Rack**
Class: Ballistic-2
Kinetic Kill missiles
Mode: Matter
Damage: 10 1d3 Times
Grouping Bonus: +1 per 4
Maximum Pulses: 5
Launch Range: 10
Range Penalty: -2 per hex after 10

Standard Anti-Ship missiles
Mode: Standard
Damage: 16 1d3 Times
Grouping Bonus: +1 per 4
Maximum Pulses: 5
Launch Range: 10
Range Penalty: -1/2 per hex after 10

Long Range Anti Ship missiles
Mode: Standard
Damage: 11 1d3 Times
Grouping Bonus: +1 per 4
Maximum Pulses: 5
Launch Range: 10
Range Penalty: -1/4 hexes after 10

Multi-Warhead Missiles
Mode: Standard
Damage: 7 1d6 times
Grouping Bonus: +1 per 2
Maximum Pulses: 15
Launch Range: 10
Range Penalty: -1 per hex after 10

KD Kinetic/Defense Missiles
Intercept: -3 5 times vs ballistic/Matter only.

All:
Fire Control: +4/+3/+1
Rate of Fire: 1 per 4 turns

Medium Xraser Array
Class: Laser
Mode: Standard
Damage: 2D10+12
Range Penalty: -1 per hex
Fire Control: +4/+4/+1
Intercept: -3 vs Ballistic/matter only
Rate of Fire: 1 per turn

AP Array
Class: Antimatter
Mode: Standard
Damage: 1X+12
Maximum X: 10
Range Penalty: Special
Range 0-4: No Penalty
Range 5-8: -1/Hex
Range 9+: -2/Hex
Fire Control: +3/+3/+2
Intercept: -2 twice vs Ballistic/matter only
Rate of Fire: 2 per turn

SIDE HANGARS

36 Med/Light Fighters or
72 ultralight fighters

CENTRAL HANGAR

12 Assault Shuttles,
8 Ultralight Drones,
16 Light Drones.
16 spaces will hold an LCV.

* Battle Blades:

Deployment/Retraction takes 3 turns
Treat as shield of appropriate value
for purposes of damage reduction
only. Apply "Shield" damage to
Battle blade.

** Drones: Oracle Light Drones
Thrust: 9 Armor: 3 Defense: 7/8
Jinking limit: 8 Init: +8 EW: 4
Ramming Value: 13 Structure: 10
Can slave
ELS missiles
Janus Ultra-Light Drones
Thrust: 15 Armor: 1 Defense: 5/7
Jinking limit: 12 Init: +8 EW: 2
Ramming Value: 20 Structure: 7

SENSOR DATA

Defensive EW

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

FORWARD HITS

1-4:	Retro Thrust
5-7:	AP Array
8-10:	Pulse Cannon
11-13:	ELS Rack
14-18:	Forward Struct
19-20:	PRIMARY Hit

SIDE HITS

1-5:	Port/Stb Thrust
6-7:	AP Array
8-9:	Xraser Array
10-11:	ELS Rack
12-13:	Hangar
14-18:	Port/Stb Struct
19-20:	PRIMARY Hit

AFT HITS

1-6:	Main Thrust
7-10:	AP Array
11-12:	ELS Rack
13-18:	Aft Struct
19-20:	PRIMARY Hit

PRIMARY HITS

1-8:	Primary Struct
9-10:	Slipstream
11-12:	Sensors
13-14:	Engine
15:	Self Repair
16-17:	Hangar
18-19:	Reactor
20:	C & C

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Slipstream Engine
- Reactor
- Hangar
- Medium Xraser Array
- ELS Missile Rack
- AP Array
- Self Repair
- Battle Blades

