

CommonwealthTo Seek, To Find Class HRC



SPECS

Class: HCV
In Service: ?
Point Value: ??
Ramming Factor:
Slip Delay: 20 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13(14*)
Stb/Port Defense: 13(13*)
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +7

WEAPON DATA

ELS Missile Tube**
Class: Ballistic-2
Kinetic Kill missiles
Mode: Matter
Damage: 10
Launch Range: 10
Range Penalty: -2 per hex after 10

Standard Anti-Ship missiles
Mode: Standard
Damage: 16
Launch Range: 10
Range Penalty: -1/2 hexes after 10

KD Kinetic/Defense Missiles
Intercept -3 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: +3/+3/+3
Intercept Rating: -4 twice vs ballistic/matter
Rate of Fire: 2 per turn

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

AP Gun
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 Rating: -2 vs ballistic/matter
Rate of Fire: 1 per turn

SPECIAL NOTES

Ignores First C&C Critical
Gravitic Drive
Battle Blades*
ELINT Ship

SENSOR DATA

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

FORWARD HITS

1-4: Retro Thrust
5-6: Md Xraser Array
7-9: ELS Tube
10-11: AP Gun
12-18: Structure
19-20: PRIMARY Hit

AFT HITS

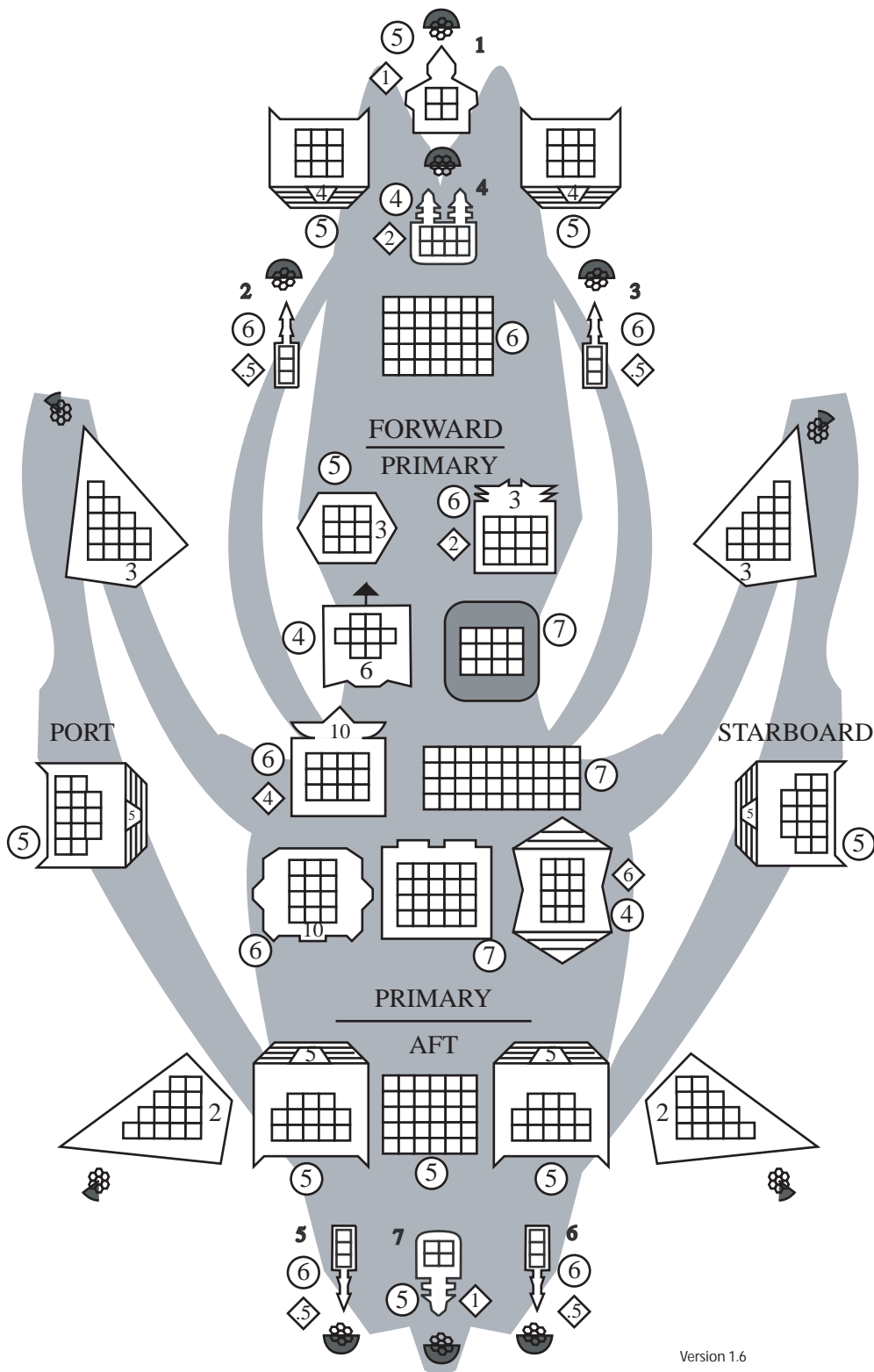
1-6: Main Thrust
7-10: Med Xraser
11-13: ELS Tube
13-18: Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Slipstream Engine
- Reactor
- Hangar
- Medium Xraser Array
- AP Gun
- ELS Missile Tube
- Drone Controller
- Medium Xraser
- Self Repair
- Battle Blades



* 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.

CENTRAL HANGAR
16 Ultralight Drones

Drones**:
Janus Ultra-Light Drones
Improved Sensor Version
Thrust: 12 Armor: 1 Defense: 5/7
Jinking limit: 12 Init:+8 EW: 4
Ramming Value: 15 Structure: 7
Odin Ultralight Drones
Thrust: 8 Armor: 3 Defense: 6/6
Jinking limit: 8 Init:+18 EW: 2
Ramming Value: 10 Structure: 8
Atmospheric Capable