

Commonwealth Victory's Crucible Class Drop Ship Carrier



SPECS

Class: Capital Ship
In Service: ?
Point Value: ?2400?
Ramming Factor:
Slip Delay: 15 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 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*

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

Ground Attack Missiles
Mode: Standard
Damage: 50
Range Penalty: -1 per hex after 5
Only Attacks Ground Targets

KD KineticDefense Missiles
Intercept -3 vs ballistic/Matter only

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

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

SENSOR DATA

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

FORWARD HITS

1-4: Retro Thrust
5-7: ELS Tube
8-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: Xraser
8-13: Hangar
14-18: Port/Stb Struct
19-20: PRIMARY Hit

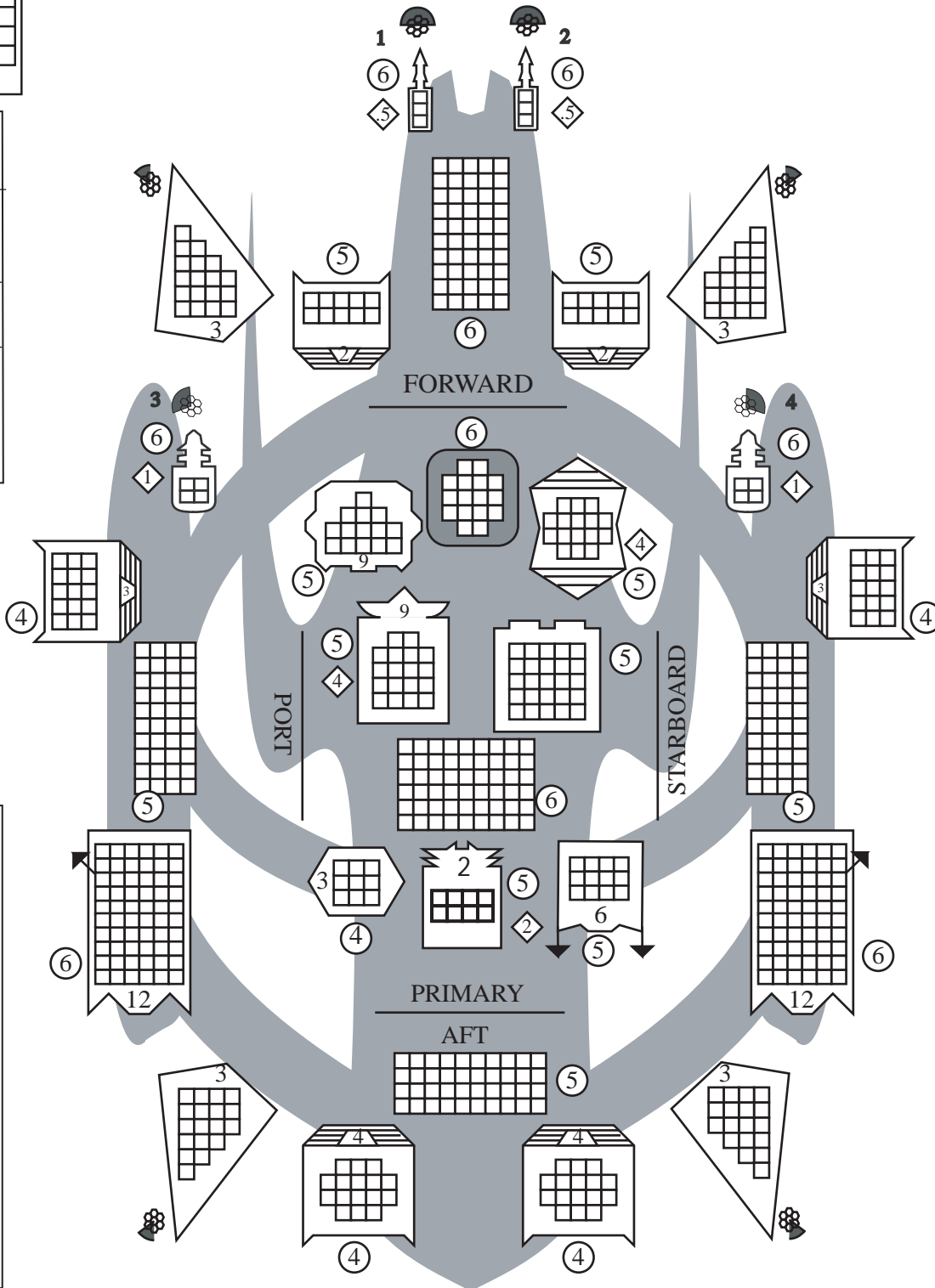
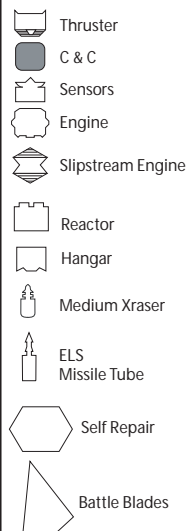
AFT HITS

1-6: Main Thrust
7-18: 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



SIDE HANGARS

60 Medium Assault Shuttles
(Ung Tae Dropships)
16 spaces will hold an LCV
CENTRAL HANGAR
24 Ultralight Drones (Odin)
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: Odin Ultralight Drones
Thrust: 8 Armor: 3 Defense: 6/6
Jinking limit: 8 Init: +18 EW: 2
Ramming Value: 10 Structure: 8
Atmospheric Capable