

Achilles Assault Dropship (2)

SPECS	MANEUVERING	COMBAT STATS
Class: Lt Cmbt Vessel	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 9
In Service: 2775	Turn Delay: 1/4 Speed	Sth/Port Defense: 12
Point Value: 265 each	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor: 40	Pivot Cost: 1 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1 Thrust	Initiative Bonus: +14
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 2 3 3 3 3	
Turn Delay	1 1 1 1 2 2 2 2 3 3 3 3	

HIT LOCATION

1-7:	Structure
8-9:	LRM w/Artemis IV
10-11:	PPC
12-13:	Autocannon
14:	ER Laser Battery
15-16:	Pulse Laser Battery
17:	Hangar
18:	Drive
19:	Reactor
20:	Control

SENSOR DATA

Defensive EW

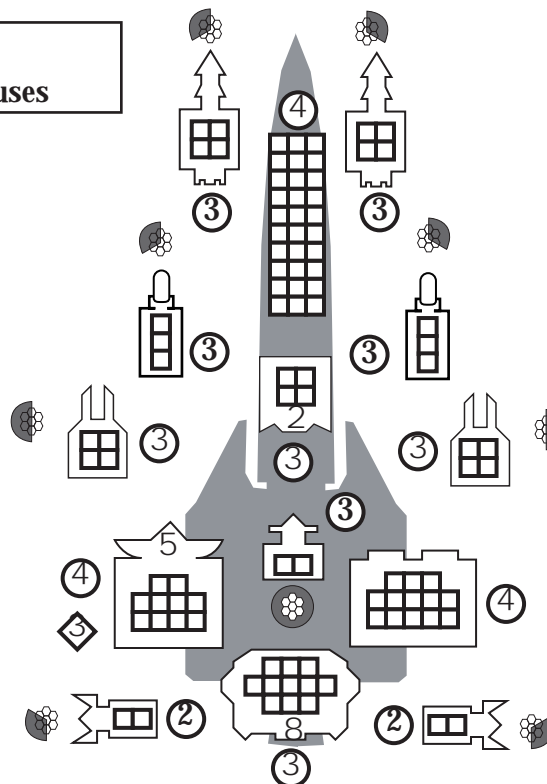
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

S7B COMBAT BUS

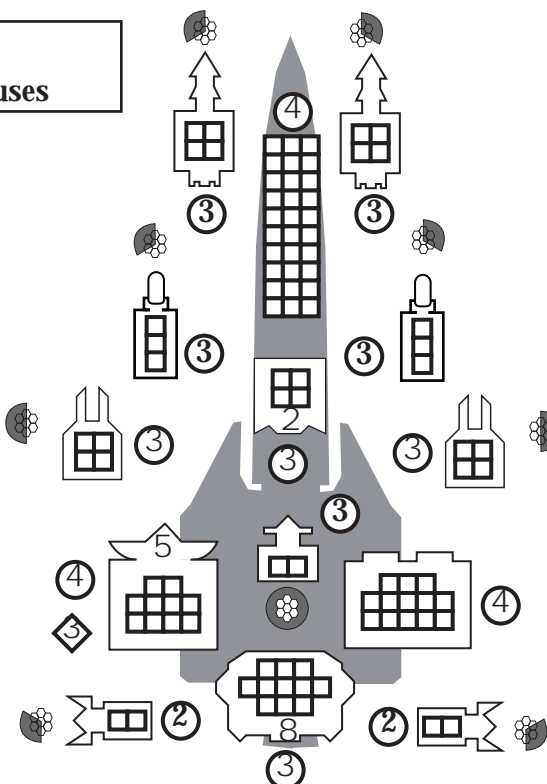
Cost: 22 Defense: 8/8
 Thrust: 6 Offense: +3
 Armor: 1 Initiative: +8
 Light Laser Array
 Rate of Fire: 1 per turn
 Range Penalty: -2 per hex
 Damage: 1d6+1
 Firing Arc:



Hangar
 2 Fighters
 2 Combat Buses



Hangar
 2 Fighters
 2 Combat Buses



ICON RECOGNITION

- Control
- Drive
- Reactor
- Hangar
- LRM20
- PPC
- ER Laser Battery
- Autocannon
- Pulse Laser Battery

WEAPON DATA

LRM20 w/Artemis IV

Class: Ballistic
 Modes: Standard
 Damage: 1X+8
 Maximum X=12
 Range Penalty: n/a (max 20)
 Fire Control: +4/+4/+2
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

PPC

Class: Particle
 Modes: Standard
 Damage: 1d6+6
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+1
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns

ER Laser Battery

Class: Laser
 Modes: Raking (8)
 Damage: d10+6
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: n/a
 Rate of Fire: 1 per turn

Autocannon

Class: Matter
 Modes: Standard
 Damage: 1d10+4
 Range Penalty: -2 per hex
 Fire Control: +2/+2/+2
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns

Pulse Laser Battery

Class: Laser Pulse
 Modes: Standard
 Damage: d6+3
 Range Penalty: -2 per hex
 Fire Control: +2/+3/+4
 Intercept Rating: -2
 Rate of Fire: 1 per turn

SENSOR DATA

Defensive EW

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

S7B COMBAT BUS

Cost: 22 Defense: 8/8
 Thrust: 6 Offense: +3
 Armor: 1 Initiative: +8
 Light Laser Array
 Rate of Fire: 1 per turn
 Range Penalty: -2 per hex
 Damage: 1d6+1
 Firing Arc:

