

Blood Sword Lady of Dark Souls Command Cruiser

SPECS

Class: Capital Ship
In Service: 1943
Point Value: 825
Ramming Factor: 250
Jump Delay: 19 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: 14
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: +2
Initiative Bonus: +2

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	4	5	6	7	8	9	10	11	12

WEAPON DATA

Hvy Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Med. Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Royal Laser
Class: Laser
Modes: Raking
Damage: 2d10+6
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Laser Bolt
Class: Laser
Modes: Standard
Damage: 1d10+2
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: n/a
Rate of Fire: 1 per turn

FORWARD HITS

1-4: Retro Thrust
5-6: Hvy Plasma Cannon
7-8: Laser Bolt
9-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6: Royal Laser
7-8: Med Plasma Cannon
9: Cargo
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Laser Bolt
9-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Restricted Deployment (10%)
Includes Expert Helmsman,
Elite Crew, & Lucky Captain

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

12 Fighters

2 Breaching Pods

1 Shuttle: Thrust: 4

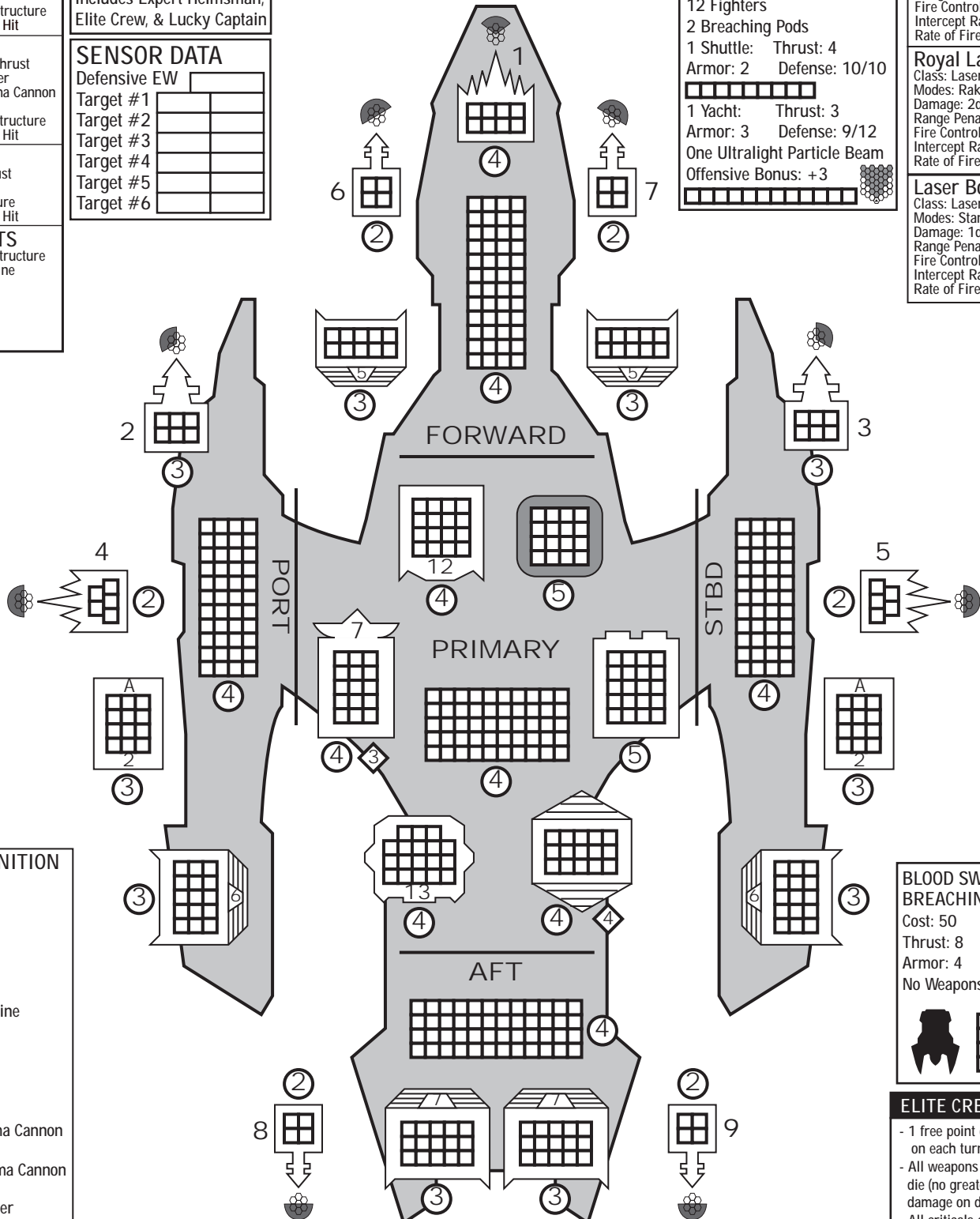
Armor: 2 Defense: 10/10

1 Yacht: Thrust: 3

Armor: 3 Defense: 9/12

One Ultralight Particle Beam

Offensive Bonus: +3



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cargo
- Hvy Plasma Cannon
- Med Plasma Cannon
- Royal Laser
- Laser Bolt

BLOOD SWORD CHARIOT BREACHING SLED

Cost: 50 Defense: 9/9
Thrust: 8 Offense: 0
Armor: 4 Initiative: +9
No Weapons



ELITE CREW EFFECTS

- 1 free point of turn shortening on each turn
- All weapons do +1 damage per die (no greater than maximum damage on die).
- All criticals are at a -1 bonus