

Unsheathed Claw Komdustur Command Carrier

SPECS

Class: Capital Ship
In Service: 1852
Point Value: 625
Ramming Factor: 250
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 18
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

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	2	3	4	6	7	8	10	11	12	14	15	16

WEAPON DATA

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

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

Plasma Cutter
Class: Plasma
Modes: Raking (5)
Dmg: 1d10+4 (-1 per hex)
Range Penalty: -2 per hex
Fire Control: +0/+0/+4
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Each sub-volley is mitigated by armor, and each full sub-volley which strikes a system degrades armor there by 1 point permanently.

SIDE HITS

- 1-2: Retro Thrust
- 3-5: Port/Stb Thrust
- 6-7: Med Plasma Cannon
- 8-9: Plasma Cutter
- 10-11: Port/Stb Hangar
- 13-18: Port/Stb Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-7: Main Thrust
- 8-9: Plasma Cutter
- 10-11: Lt Plasma Cannon
- 12-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Primary Structure
- 9-11: Sensors
- 12-13: Hangar
- 14-16: Engine
- 17-19: Reactor
- 20: C&C

SPECIAL NOTES

Unique Ship (2 Exist)

Unreliable Ship:

Vulnerable to Criticals
Sluggish

Special Hull Configuration
(No Forward Struct or hits)

SENSOR DATA

Defensive EW

Target #1

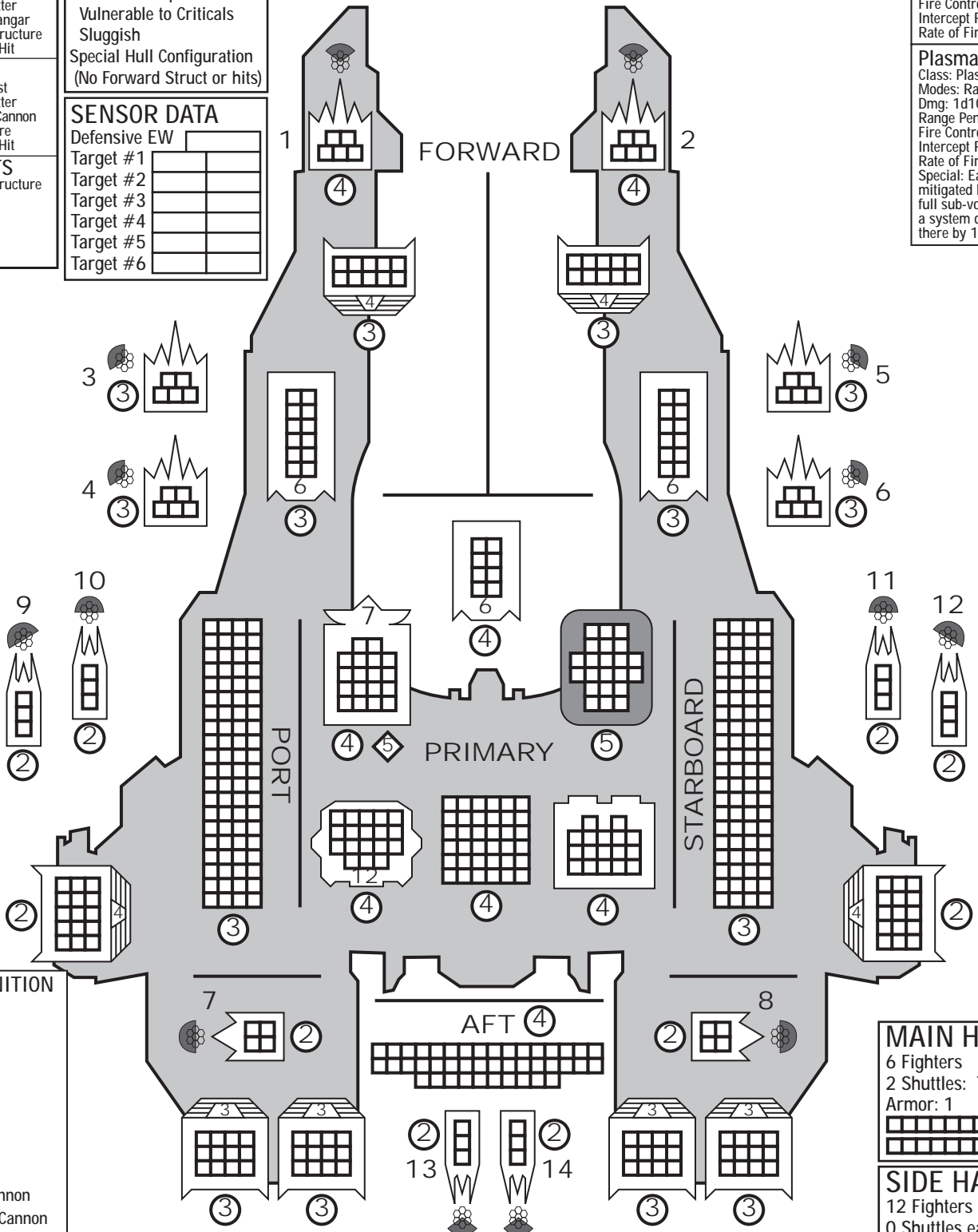
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Medium Plasma Cannon
- Lt Plasma Cannon
- Plasma Cutter

MAIN HANGAR

6 Fighters
2 Shuttles: Thrust: 5
Armor: 1 Defense: 12/12

SIDE HANGAR

12 Fighters each
0 Shuttles each