

FORCE: Marine Assault Carrier

SPECS

Class: Hvy Combat Vsl
In Service: --
Point Value: 700
Ramming Factor: 150
Hyper Cost: 5 Power

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 14
Engine Efficiency: 3/1
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 1 2 2 3 3 4 5 5 6 7 7 8

WEAPON DATA

Particle Blaster

Class: Particle
Modes: Standard
Damage: 1d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +4/+4/+0
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Flechette Array

Intercept Rating: -2
Rate of Fire: 3 per turn
OFFENSIVE MODE:
Class: Matter
Mode: Standard
Damage: 1d6+1
Range Penalty: -3 per hex

Standard Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-3: Retro Thrust
4-6: Hangar
7-8: Particle Blaster
9: Standard Particle Beam
10: Flechette Array
11-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Standard Particle Beam
9: Flechette Array
10-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Struct
8-9: Hawking Drive
10-11: Port/Stb Thrust
12-13: Sensors
14-15: Hangar
16-17: Engine
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

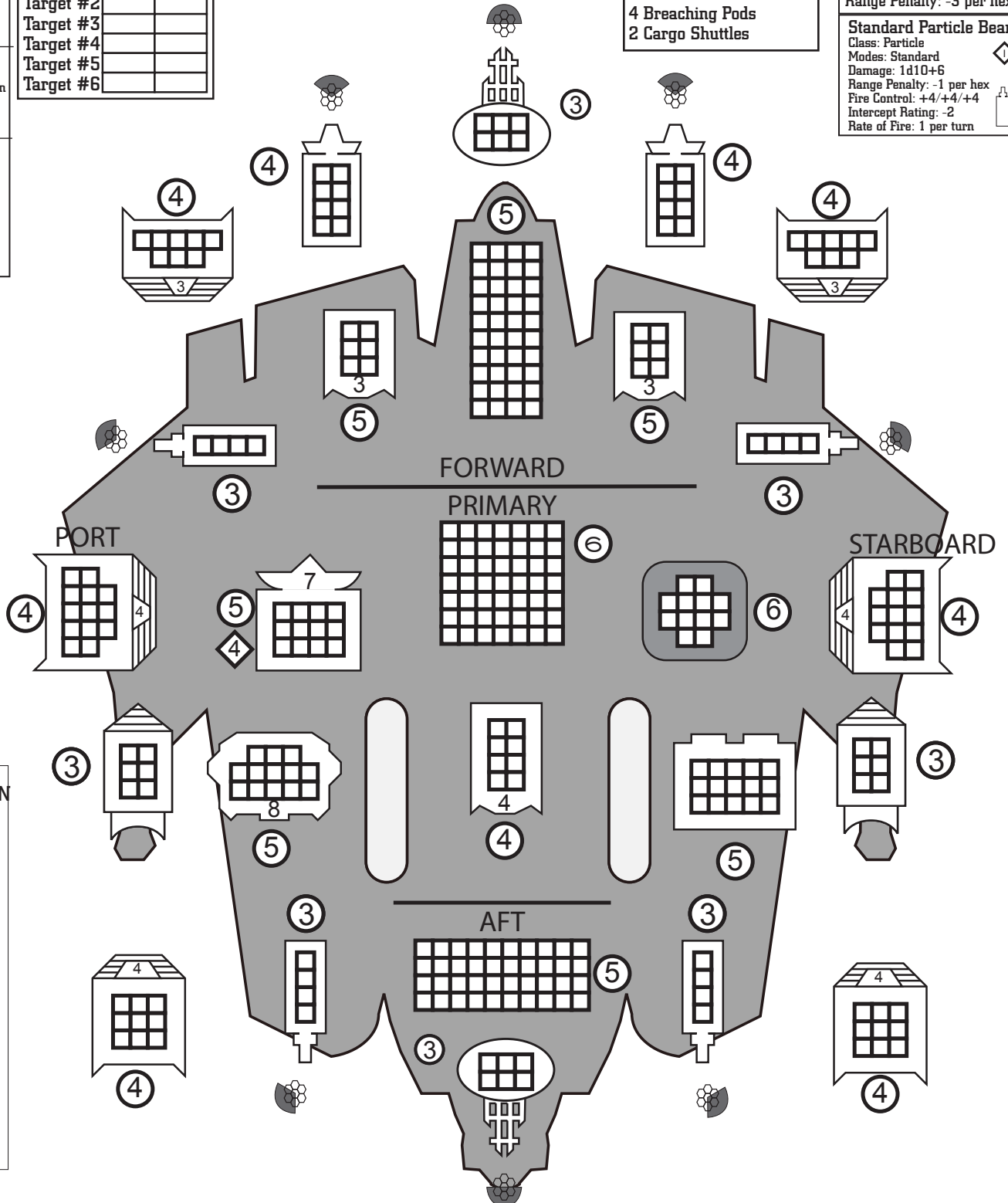
Target #4

Target #5

Target #6

HANGARS

6 Medium Fighters
8 Assault Shuttles
4 Breaching Pods
2 Cargo Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hawking Drive
- Particle Blaster
- Flechette Array
- Std Particle Beam