

# Craytan Form Auxiliary Carrier

## SPECS

Class: Hvy Combat Vsl  
In Service: 2104  
Point Value: 220  
Ramming Factor: 120  
Jump Delay: n/a

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 13  
Sth/Port Defense: 15  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +6

|            |   |   |   |   |   |   |   |   |   |    |    |    |
|------------|---|---|---|---|---|---|---|---|---|----|----|----|
| 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 |

## Special Notes

Limited Availability (33%)

## SIDE HANGARS

6 Fighters Each

1 Shuttle: Thrust: 5

Armor: 0 Defense: 10/10



## WEAPON DATA

**Light Plasma Gun**  
Class: Plasma  
Modes: Standard  
Dmg: 1d6+6 (-2 per hex)  
Range Penalty: -2 per hex  
Fire Control: +2/+1/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per turn

## Dual Chatter Cannon

Class: Bil-Pro  
Mode: Standard  
Damage: 1d6+3  
Range Penalty: -3 per hex  
Fire Control: +1/+1/+3  
Intercept Rating: -1 (ballistic only)  
Rate of Fire: 2 per turn

## Plasma Bomb Rack

Class: Ballistic  
Missiles: 8  
Range Penalty: None  
Fire Control: +1/+1/-  
Rate of Fire: 1 per 2 turns

## Plasma Bomb

Mode: Standard  
Damage: 12 (Plasma)  
Max Range: 15 hexes  
Fire Control: +1/+1/-  
Intercept Rating: n/a

## SIDE HITS

1: Connecting Strut  
2-3: Port/Stb Thrust  
4-5: Main Thrust  
6: Light Plasma Gun  
7: Cargo  
(6-7): Plasma Bomb Rack  
8-10: Hangar  
11-12: Dual Chatter Cannon  
13-18: Structure  
19-20: PRIMARY Hit  
Values in ( ) used if Upgraded

## PRIMARY HITS

1-8: Structure  
9: Magazine  
10-11: Cargo/Hanger  
12-14: Sensors  
15-17: Engine  
18-19: Reactor  
20: C&C

Note: "Connecting Strut" hits score double damage to the facing structure (after armor).

## MAGAZINE CRITICAL HITS

1-10: No Critical  
11-14: No Critical, add 1 to next roll  
15-18: All weapons using the magazine roll a D6. On a 5 or 6 they take one extra turn to load (ie a light bil-pro cannon takes 3 not 2 turns to load).  
19-26: All weapons that use the magazine take 1/3 longer (round up) to load.  
27+: The magazine explodes. No ammunition can be drawn from it, the ship takes raking 10 damage equal to the average damage for each weapon that drew ammo from the magazine.

## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Magazine
- Cargo
- Lt Plasma Gun
- Dual Chatter Cannon
- Plasma Bomb Rack
- Particle Defender

