

Alteran Lost City Of Atlantis

SPECS

Class: Enormous Unit
In Service: Ancient
Point Value: ?
Ramming Factor: 1390
Hyper Delay: 1 Turns

MANEUVERING

Turn Cost: 2 x Speed
Turn Delay: 2 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 6+6 Thrust

COMBAT STATS

Fwd/Aft Defense: 24
Stb/Port Defense: 24
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +4

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24
Turn Delay	2	4	6	8	10	12	14	16	18	20	22	24

WEAPON DATA

Heavy Drone Bay

Class: Matter
Mode: Standard
Damage: 2d10+20
Range Penalty: -1 per 6 hexes
Fire Control: +8/+8/+8
Intercept Rating: n/a
Rate of Fire: 1d5 + 5 per turn
Special: Shield Penetrator IV (100%), does overkill. May be fired at same or different targets. Self-guiding.

Railgun

Class: Matter
Mode: Pulse
Damage: 8 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+4
Intercept Rating: -1
Rate of Fire: 1 per turn

FORWARD HITS

1-3: Retro Thrust
4-6: Railgun
7-11: Docking Rail
12-13: Cargo
14-15: Quarters
16-18: Structure
19-20: PRIMARY Hit

SIDE HITS

1-3: Retro Thrust
4-6: Railgun
7-8: Cargo
9-10: Quarters
11-18: Structure
19-20: PRIMARY Hit

AFT HITS

1-3: Retro Thrust
4-9: Railgun
7-11: Docking Rail
12-13: Cargo
14-15: Quarters
16-18: Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Struct
7-8: Drone Bay
9-10: Sensors
11: Engine
12-13: Hangar
14: Reactor
15: Railgun
16: Quarters
17: Shield Gen
18: Cargo
19: Hyperspace Drive
20: C & C

SPECIAL NOTES

Gravitic drive system
Atmospheric Capable
Hardened Adv. Armour
Advanced Sensors
Ancient Shields

SENSOR DATA

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

NOTE:

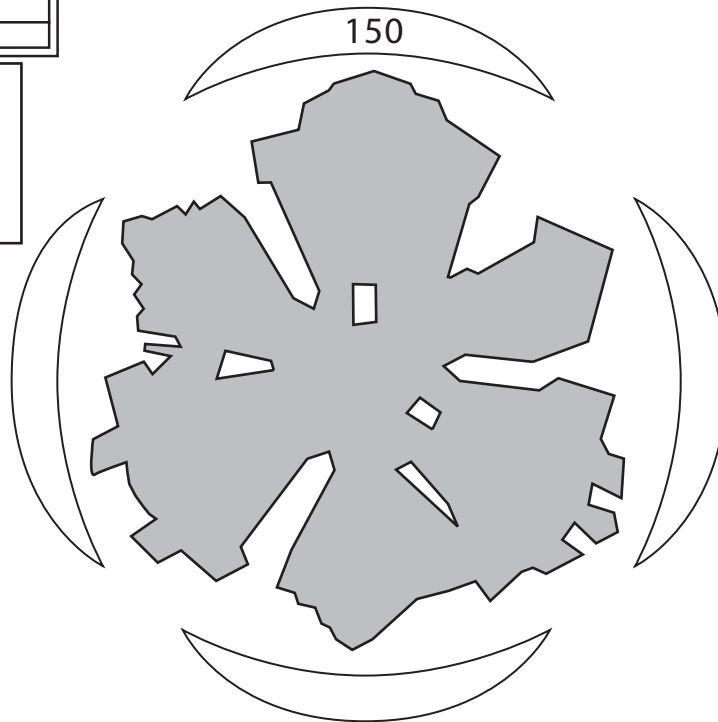
Drone Cost is
50 CP each
Full Loadout is
5000+ cost of
Atlantis

Docking Rail

1 HCV or
2 MCV or
4 LCV

Jumper Hangar

8 Puddle Jumper



Adv Shield Chart (Base 15)

Resistance Level IV (-100%)

MODE:

Piercing, -2, Pulse, +1, Flash, +2
Sustained, -0, -1, -3, Raking, +1,
Penetrating, -1, -2, -3, -4 (per SP level)

CLASS:

Antimatter, +1, Gravitic, -1, Matter, -1
Molecular, -2, Plasma +1

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Hyperspace Drive
- Reactor
- LCV Rail
- Cargo
- Quarters
- Shield Gen
- Ancient Drone Bay
- Railgun

SHIELD DATA

	Strength	Charge	Damage	Total
Turn 1				
Turn 2				
Turn 3				
Turn 4				
Turn 5				
Turn 6				
Turn 7				
Turn 8				

Ancient Drones Heavy Bay # 1

