Alteran Aurora Drone Warship

SPECS
Class: Capital Ship
In Service: Ancient
PV: 2500 (plus drones)
Ramming Factor: 350
Hyper Delay: 6 Turns

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

COMBAT STATS
Fwd/Aft Defense: 18
Stb/Port Defense: 21
Engine Efficiency: 4/1
Extra Power: +0
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

Ancient 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: 1d3 + 3 per turn
Special: Shield Penetrator IV (100%), does overkill. May be fired at same or different targets. Self-guiding.

Small Drone Bay
Class: Matter
Mode: Standard
Damage: 2d10+20
Range Penalty: -1 per 4 hexes
Fire Control: +8/+8/+8
Intercept Rating: n/a
Rate of Fire: 1d2+1 per turn
Special: Shield Penetrator IV (100%), does overkill. May be fired at same or different targets. Self-guiding.

Lt Multiphased Beam
Class: Molecular
Mode: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+6
Intercept Rating: -2
Rate of Fire: 1 per turn
Special: Shield Penetrator IV (100%)

FORWARD HITS
1-4: Fwd Thrusters
5-6: Lt. Multi. Beam
7-8: Ancient Drone Bay
9-10: Cargo
11-18: Structure
19-20: PRIMARY Hit

AFT HITS
1-4: Aft Thruster
7-10: Lt. Multi. Beam
11-12: Hypedrive
13-18: Structure
19-20: PRIMARY Hit

SIDE HITS
1-4: Thruster
5-6: Lt. Multi. Beam
7-9: Small Drone Bay
11-18: Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-6: Primary Struct
7: Tractor Beam
8: Hangar
9: Engine
10: Cargo
11: Shield Gen
12: Drone Bay
13-15 :Reactor
16-18: Sensors
19-20: C&C

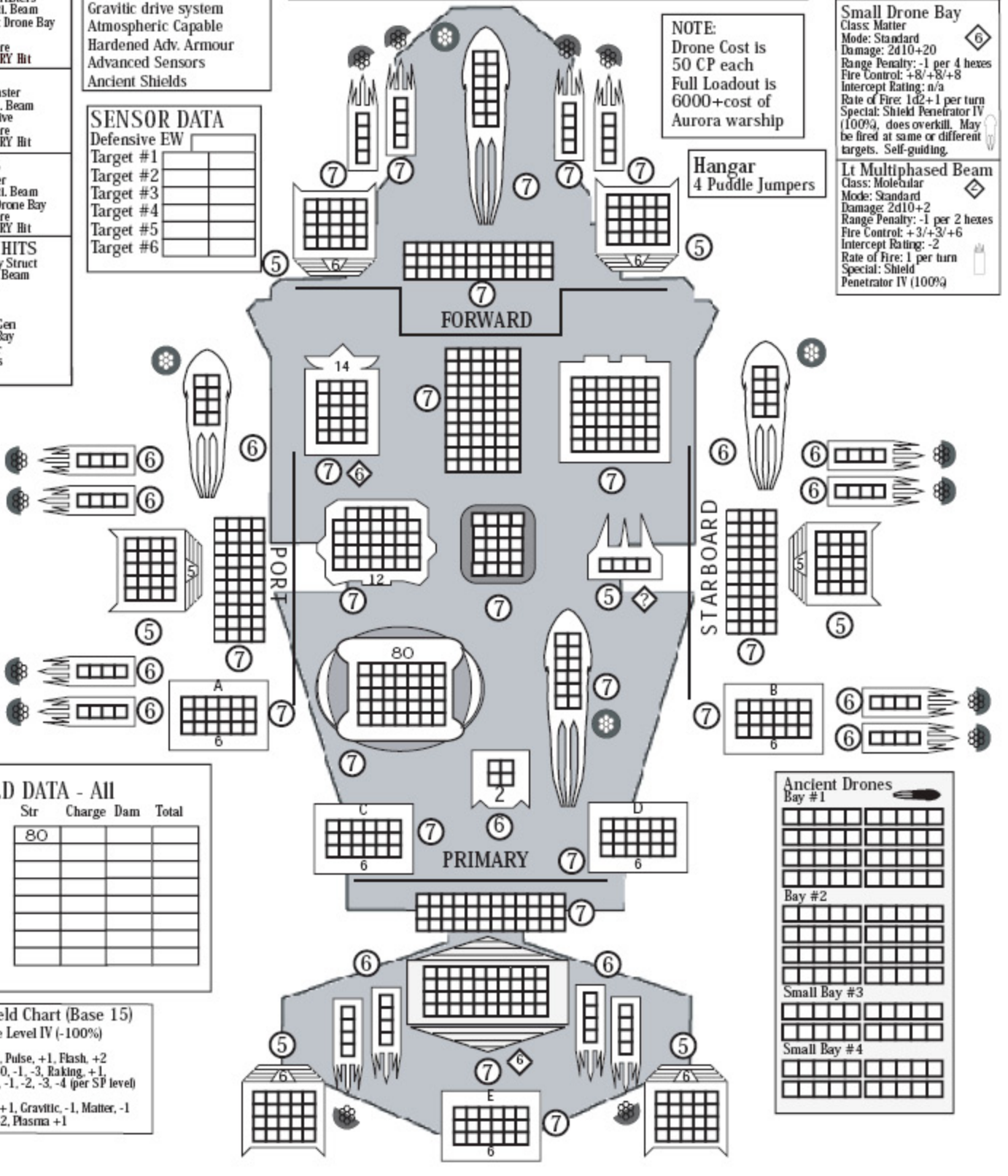
SPECIAL NOTES
Gravitic drive system
Atmospheric Capable
Hardened Adv. Armour
Advanced Sensors
Ancient Shields

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 6000+cost of Aurora warship

Hangar
4 Puddle Jumpers



SHIELD DATA - All

	Str	Charge	Dam	Total
Turn 1	80			
Turn 2				
Turn 3				
Turn 4				
Turn 5				
Turn 6				
Turn 7				
Turn 8				

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

Ancient Drones
Bay #1
Bay #2
Small Bay #3
Small Bay #4