

# 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

### 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.

### 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

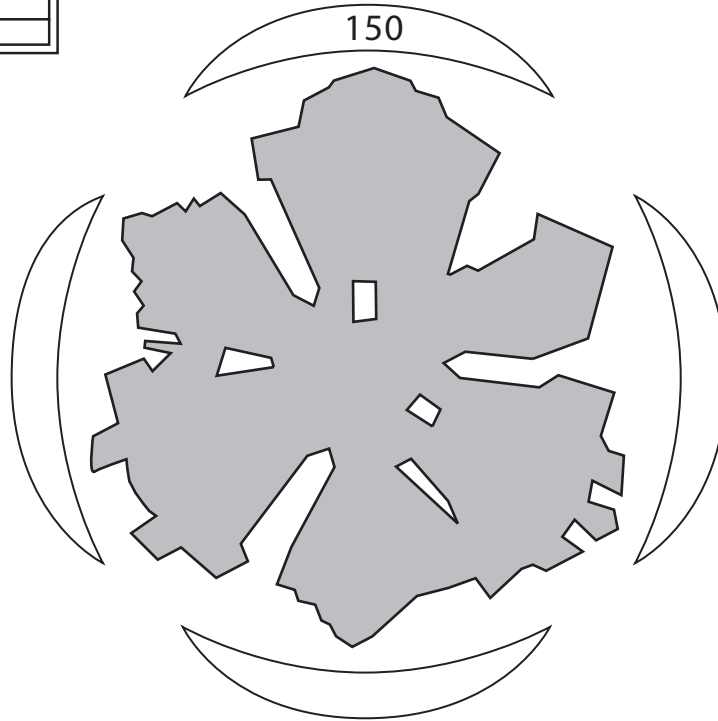
Defensive EW		
Target # 1		
Target # 2		
Target # 3		
Target # 4		
Target # 5		
Target # 6		

## 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				

