



Terran Concordat Defensor Carrier

SPECS		MANEUVERING							COMBAT STATS						
Class: Capital Ship		Turn Cost: 1 x Speed							Fwd/Aft Defense: 14						
In Service: 2243		Turn Delay: 1 x Speed							Stb/Port Defense: 16						
Point Value: 600		Accel/Decel Cost: 3 Thrust							Engine Efficiency: 4/1						
Ramming Factor: 260		Pivot Cost: 3+3 Thrust							Extra Power: 0						
Jump Delay: N/A		Roll Cost: 2+2 Thrust							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	3	4	5	6	7	8	9	10	11	12			

WEAPON DATA

Heavy Plasma Cannon
 Class: Plasma 
 Modes: Standard
 Dmg: 4d10+8 (-1 per 2 hexes)
 Range Penalty: -2 per 3 hexes
 Fire Control: +3/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns 

Antimatter Cannon

Class: Antimatter
Modes: R, P
Damage: 2X+16
Maximum X: 20
Range Penalty: Special
 Range 0-10: No penalty
 Range 11-20: -1 per hex
 Range 21+: -2 per hex
Fire Control: +5/+3/-2
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

Light Pulse Cannon

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

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

HANGAR

6 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10



OTHER HANGARS

6 Fighters Each
0 Shuttles

FORWARD HITS

1-4: Retro Thrust
5-7: Side Hanger
8: Hvy Plasma Cannon
9-12: Lt Pulse Cannon
13-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-9: Antimatter Cannon
10-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-10: Lt Pulse Cannons
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Struct
11-12: Std Particle Beam
13-14: Sensors
15-16: Engine
17-18: Hangar
19: Reactor
20: C & C

SPECIAL NOTES

Limited Deployment (33%)

SENSOR DATA

Defensive EW

Target #1

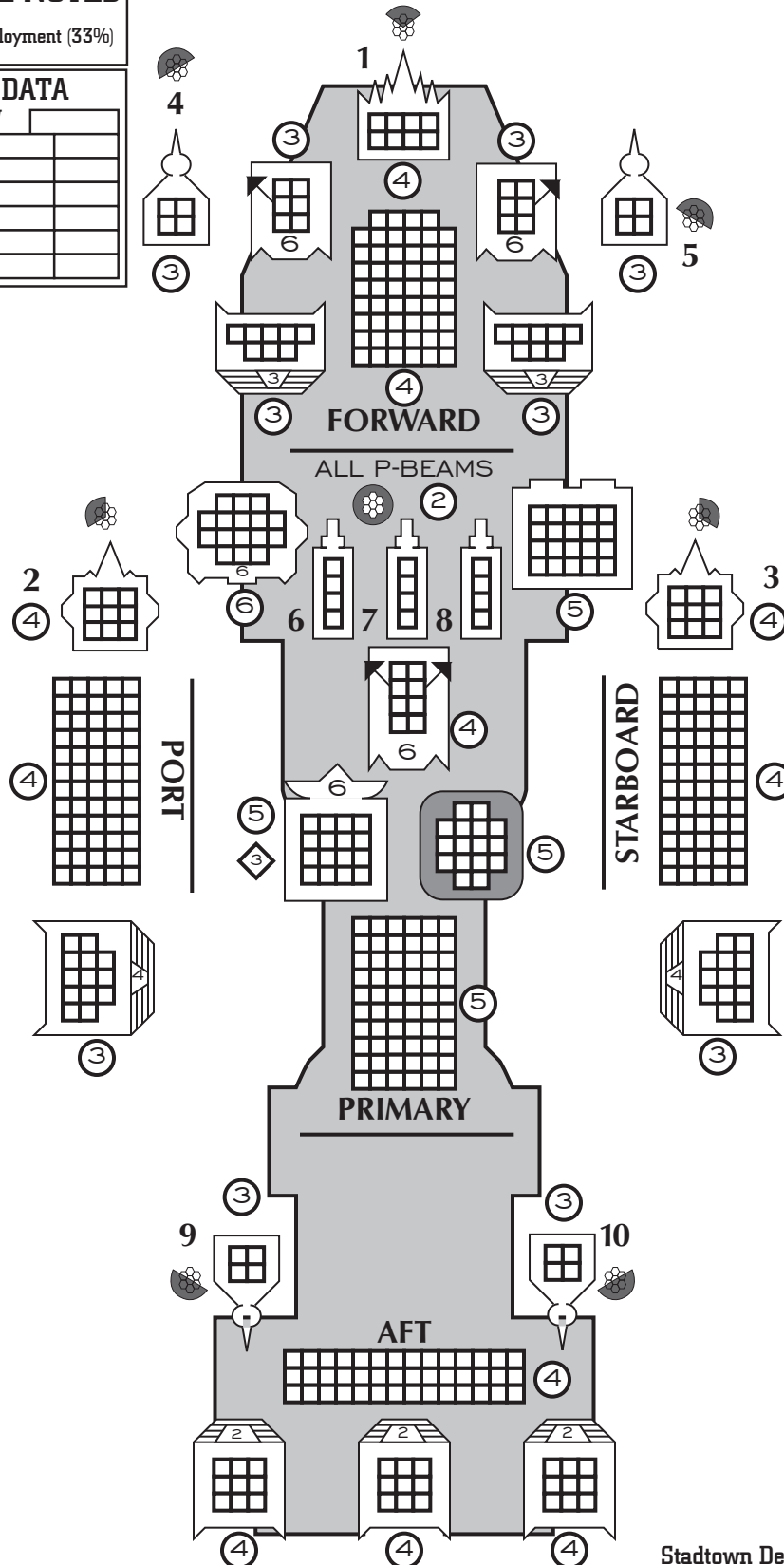
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

