

Commonwealth Righteous Fist of Heaven Class DSA



SPECS

Class: HCV
In Service: ?
Point Value: ??2400?
Ramming Factor:
Slip Delay: 20 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14(15*)
Stb/Port Defense: 16(16*)
Engine Efficiency: 4/1
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

Ignores First C&C Critical
Gravitic Drive
Battle Blades*

WEAPON DATA

ELS Missile Rack**
Class: Ballistic-2
Kinetic Kill missiles
Mode: Matter
Damage: 10 1d3 Times
Grouping Bonus: +1 per 4
Maximum Pulses: 5
Launch Range: 10
Range Penalty: -2 per hex after 10

Standard Anti-Ship missiles
Mode: Standard
Damage: 16 1d3 Times
Grouping Bonus: +1 per 4
Maximum Pulses: 5
Launch Range: 10
Range Penalty: -1/2 per hex after 10
Minimum Range: 10

Long Range Anti Ship missiles
Mode: Standard
Damage: 12 1d3 Times
Grouping Bonus: +1 per 4
Maximum Pulses: 5
Range Penalty: -1/2 hexes after 15
Minimum Range: 15

Multi-Warhead Missiles
Mode: Standard
Damage: 7 1d6 times
Grouping Bonus: +1 per 2
Maximum Pulses: 15
Range Penalty: -1 per hex after 5
Minimum Range: 5

KD Kinetic Defense Missiles
Intercept -3 5 times vs ballistic/matter

All:
Fire Control: +4/+3/+1
Rate of Fire: 1 per 4 turns

Light Xraser Array
Class: Laser
Mode: Standard
Damage: 1D10+8
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -4 vs Ballistic/matter
Rate of Fire: Twice per turn
Special: all rules follow pattern of dual array.

AP Array
Class: Antimatter
Mode: Standard
Damage: 1X+12
Maximum X: 10
Range Penalty: Special
Range 0-4: No Penalty
Range 5-9: -1/Hex
Range 10+: -2/hex
Fire Control: +3/+3/+2
Intercept Rating: -2 twice vs matter/ballistic
Rate of Fire: 2 per turn

CENTRAL HANGAR
8 Ultralight fighters/Drones,

* Battle Blades:
Deployment/Retraction takes 3 turns
Treat as shield of appropriate value
for purposes of damage reduction
only. Apply "Shield" damage to
Battle blade.

** Drones:
Janus Light Drones
Thrust: 15 Armor: 1 Defense: 5/7
Jinking limit: 12 Init: +8 EW: 2
Ramming Value: 45 Structure: 7



Version 1.6

SENSOR DATA

Defensive EW

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

FORWARD HITS

1-4: Retro Thrust
5-7: Lt Xraser
8-11: Hvy ELS Rack
14-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: AP Array
9-11: Lt Xraser
12-13: ELS Rack
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
9-10: Slipstream
11-12: Sensors
13-14: Engine
15: Self Repair
16-17: Hangar
18-19: Reactor
20: C & C

ICON RECOGNITION

