

Commonwealth Eternal Vigilance Class LRS



SPECS

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

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 9(10*)
Stb/Port Defense: 11(11*)
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +13

WEAPON DATA

ELS Missile Tube**
Class: Ballistic: 2
Kinetic Kill missiles
Mode: Matter
Damage: 10
Launch Range: 10
Range Penalty: -2 per hex after 10

Standard Anti-Ship missiles
Mode: Standard
Damage: 16
Launch Range: 10
Range Penalty: -1/2 hexes after 10

KD KineticDefense Missiles
Intercept -3 vs ballistic/Matter only

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

Light Xraser
Class: Laser
Mode: Standard
Damage: 1D10+8
Range Penalty: -2 per hex
Fire Control: +2/+3/+4
Intercept Rating: -4 vs Ballistic/Matter only
Rate of Fire: 1 per turn

AP Array
Class: Antimatter
Mode: Standard
Damage: 1X+12
Maximum X: 10
Range Penalty: Special
Range 0-4: No Penalty
Range 5-8: -1/Hex
Range 9+: -2/hex
Fire Control: +3/+3/+2
Intercept Rating: -2 twice vs Ballistic/Matter only
Rate of Fire: 2 per turn

SPECIAL NOTES

Ignores First C&C Critical
Gravitic Drive
Battle Blades*
ELINT ship

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
8-10: ELS Tube
11-13: AP Array
14-18: Structure
19-20: PRIMARY Hit

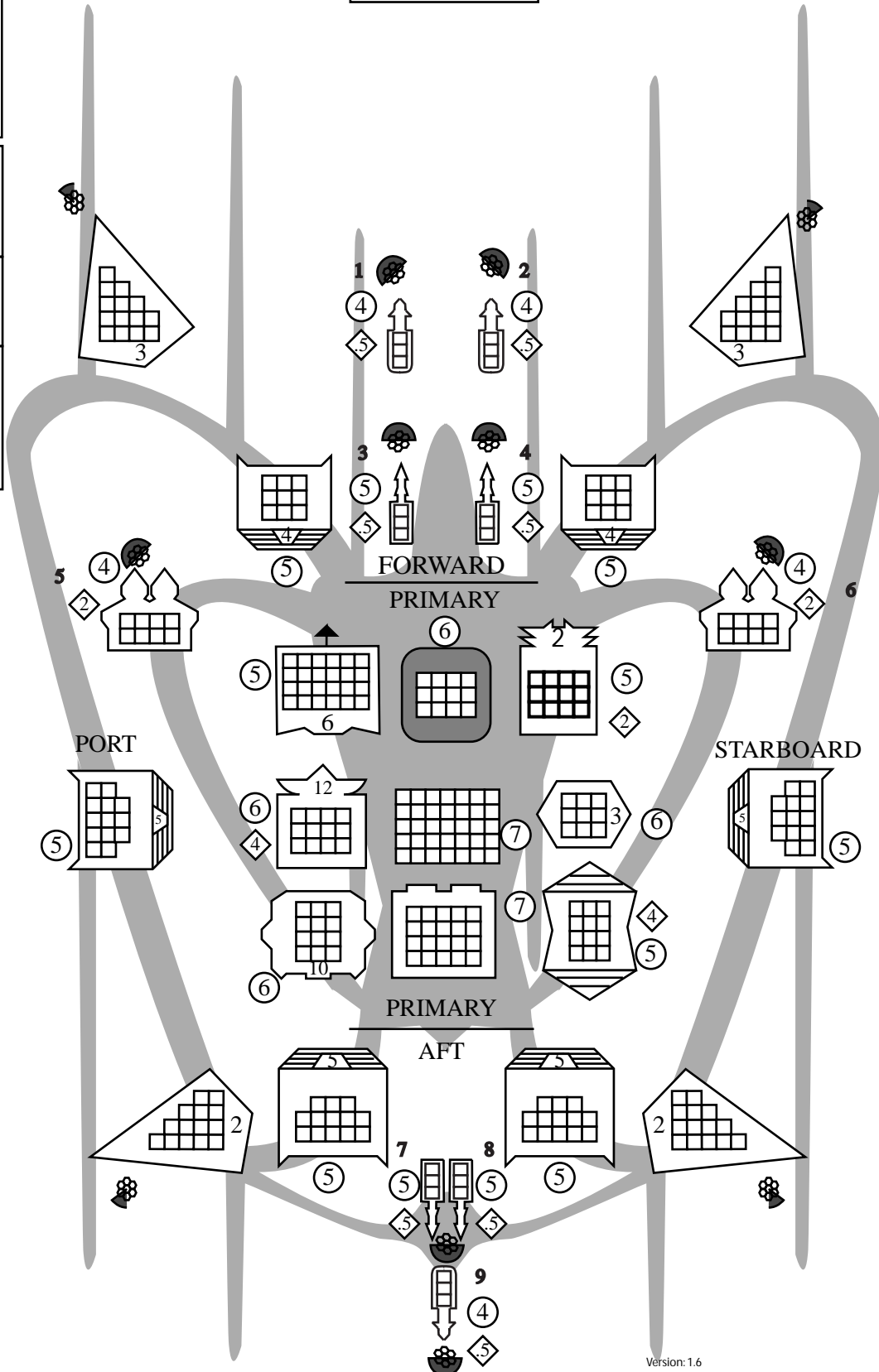
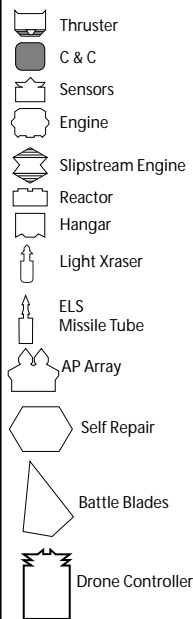
AFT HITS

1-6: Main Thrust
7-9: Lt Xraser
10-12: ELS Tube
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: Hangar
17: Drone Controller
18-19: Reactor
20: C & C

ICON RECOGNITION



* 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.

CENTRAL HANGAR

24 Ultralight Drones,
12 Light Drones.

Drones**:

Orcale Light Drones
Improved Sensor Version
Thrust: 7 Armor: 3 Defense: 7/8
Jinking Limit: 8 Init: +9 EW: 6
Ramming Value: 13 Structure: 10
Janus ultra-Light Drones
Improved Sensor Version
Thrust: 12 Armor: 1 Defense: 5/7
Jinking limit: 12 Init: +8 EW: 4
Ramming Value: 20 Structure: 7