



Commonwealth Pride of Caldera Class GDF

SPECS

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

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12(13*)
Stb/Port Defense: 13(13*)
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +13

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

SPECIAL NOTES

Ignores First C&C Critical
Gravitic Drive
Battle Blades*
Escort Targeting Suite **



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 hex after 10

KD KineticDefense Missiles
Intercept -3 5 times vs ballistic/matter

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

Medium Gatling Xraser
Class: Laser



Mode: standard
Damage: 2d10+7
Range Penalty: -2 / hex
Fire Control: +2/+2/+5
Intercept Rating: -5 5 times
vs Ballistic/Matter
Rate of Fire: 5 per turn

Medium Xraser Array
Class: Laser



Mode: Standard
Damage: 2D10+12
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -4 twice vs ballistic/matter
Rate of Fire: 2 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
Rate of Fire: 2 per turn

AP Gun

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 vs ballistic/matter
Rate of Fire: 1 per turn

** Escort Suite:

Allows Ship to use all weapons in Guardian mode (exactly matches abilities and restrictions of Centauri Guardian Suite).

* 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

8 Ultralight fighters/Drones,
8 Light Fighter/Drines.

Drones**:

Orcale Light Drones

Thrust: 7 Armor: 3 Defense: 7/8
Jinking Limit: 8 Init: +9 EW: 4

Ramming Value: 13 Structure: 10

missiles.

Janus Ultra-Light Drones

Improved Sensor Version
Thrust: 12 Armor: 1 Defense: 5/7
Jinking limit: 12 Init: +8 EW: 4

Ramming Value: 15 Structure: 7

missiles.

SENSOR DATA

Defensive EW

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

FORWARD HITS

1-4: Retro Thrust
5-6: Md Xraser Array
7-8: Med. ELS Rack
9-10: AP Array
11-12: Med Gatling Xraser
13-18: Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: AP Array
9-11: Med. Xraser Array
12-13: Med. ELS Rack
13-18: Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

ICON RECOGNITION

