

# Commonwealth Wrath of Achilles Class Deep Stand-off Attack 2



SPECS	MANEUVERING	COMBAT STATS
Class: Heavy Cmbt Vsl	Turn Cost: 1 x Speed	Fwd/Aft Defense: 16(*18)
In Service: ?	Turn Delay: 4/3 x Speed	Stb/Port Defense: 17(*19)
Point Value: ?2400?	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor:	Pivot Cost: 3+3 Thrust	Extra Power: 0
Slip Delay: 15 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +7
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  
Cold Plasma Armor  
Reactive Shielding Armor

## WEAPON DATA

**Heavy ELS Missile Rack\*\***  
Class: Ballistic-2

**Kinetic Kill missiles**  
Mode: Matter  
Damage: 10 1d8 Times  
Grouping Bonus: +1 per 4  
Maximum Pulses: 10  
Range Penalty: -1 per hex after 15  
Minimum Range: 15

**Standard Anti-Ship missiles**  
Mode: Standard  
Damage: 16 1d8 Times  
Grouping Bonus: +1 per 4  
Maximum Pulses: 10  
Range Penalty: -1 per hex after 15  
Minimum Range: 15

**Long Range Anti Ship missiles**  
Mode: Standard  
Damage: 12 1d8 Times  
Grouping Bonus: +1 per 4  
Maximum Pulses: 10  
Range Penalty: -1/2 hexes after 20  
Minimum Range: 20

**Multi-Warhead Missiles**  
Mode: Standard  
Damage: 7 1d20 times  
Grouping Bonus: +1 per 2  
Maximum Pulses: 30  
Range Penalty: -1 per hex after 5  
Minimum Range: 5

**KD Kinetic Defense Missiles**  
Intercept -3 10 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: -1 per hex  
Fire Control: +3/+3/+2  
Intercept Rating: -2 twice vs Ballistic only  
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 Ballistic only  
Rate of Fire: 2 per turn

**CENTRAL HANGAR**  
32 Ultralight fighters/Drones.

\* Cold Plasma Armor:  
see special rules regarding this.

Reactive Armor: Level 1:  
see special rules regarding this.

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


**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  
8-13: 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**

	Thrustor
	C & C
	Sensors
	Engine
	Slipstream Engine
	Reactor
	Hangar
	Light Xraser Array
	ELS Missile Rack
	AP Array
	Self Repair

