



EA Vengeance Advanced Destroyer

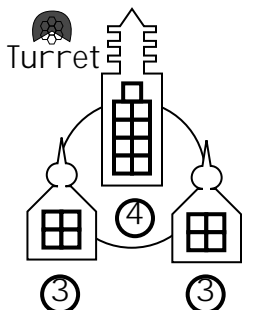
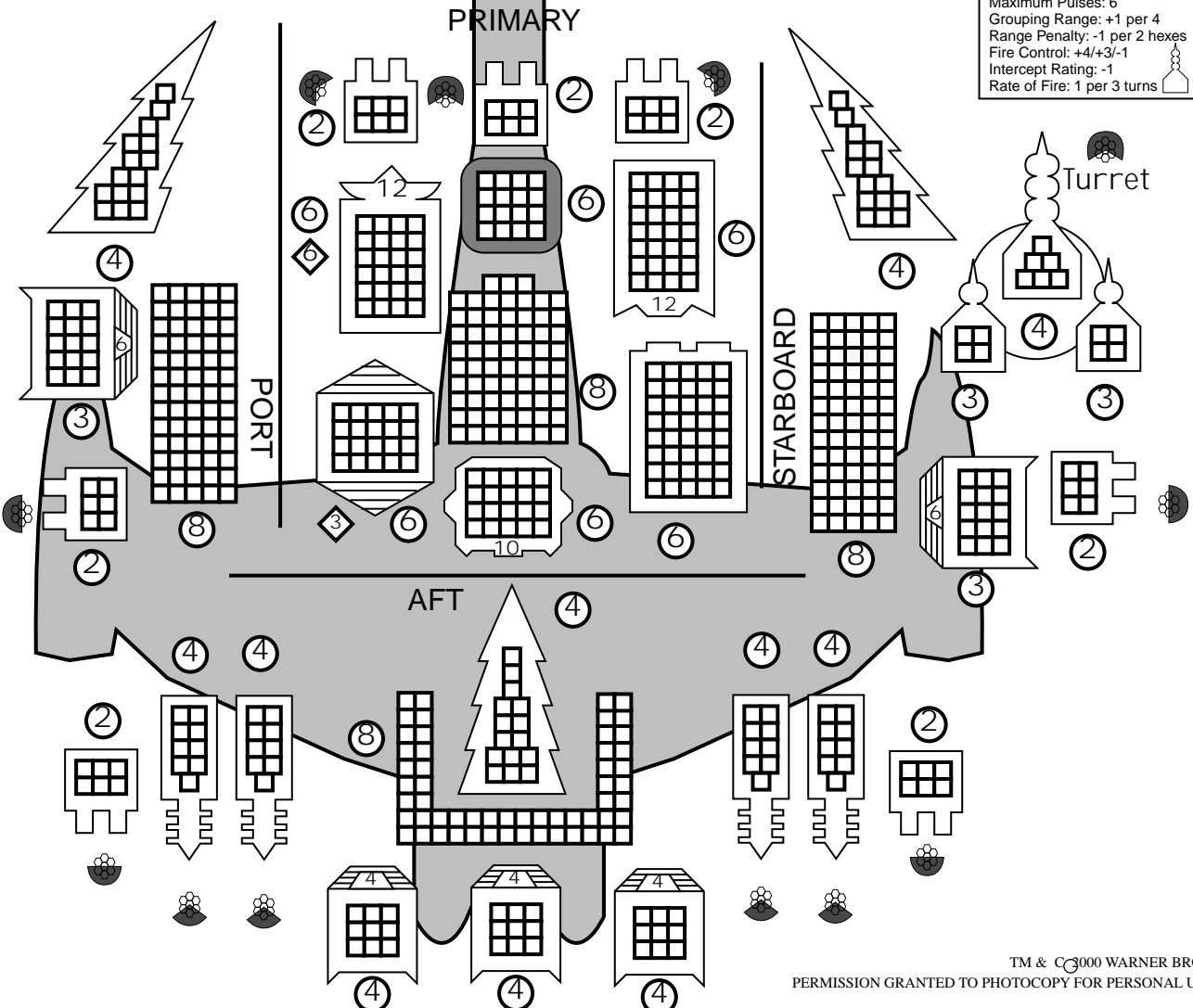
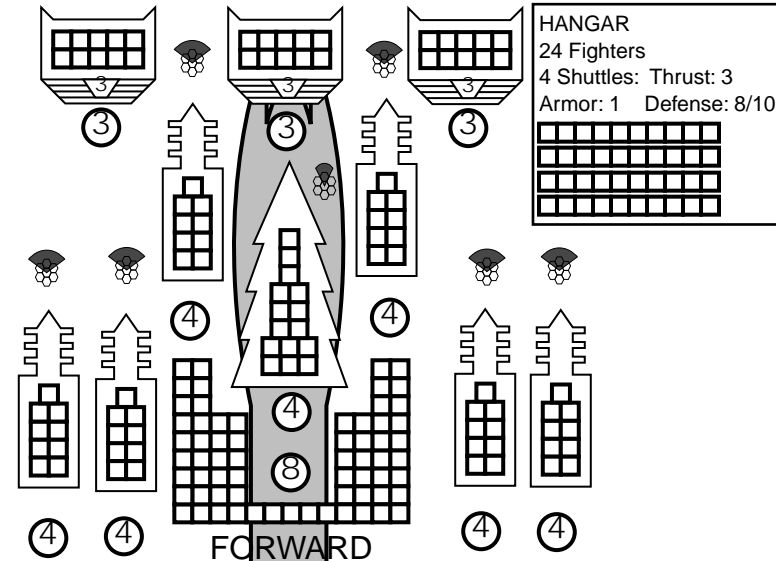


SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 19 (15)
In Service: 2267	Turn Delay: 1 x Speed	Stb/Port Defense: 21 (17)
Point Value: 2800	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 400	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 20 Turns	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 Laser Cannon (Imp)	4
Class: Laser	
Modes: R, S, P	
Damage: 4d10+25	
Range Penalty: -1 per 3 hexes	
Fire Control: +4/+2/-5	
Intercept Rating: n/a	
Rate of Fire: 1 per 4 turns	
Light Pulse Cannon	2
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	
Hvy Interceptor Btty	3
Intercept Rating: -4	
Rate of Fire: 1 per turn	
OFFENSIVE MODE:	
Class: Particle	
Mode: Standard	
Damage: 2d10+6	
Fire Control: -/-/+10	
Range Penalty: -2 per hex	
Note: Can switch modes with no delay period	
Lightning Cannon (Mega)	1
Class: Electromagnetic	
Mode: Piercing	
Damage: 8d10+64	
Range Penalty: -1 per 4 hexes	
Fire Control: +5/+5/-	
Intercept Rating: -1	
Note: Non-interceptable	
Heavy Pulse Cannon	4
Class: Particle	
Mode: Pulse	
Damage: 15 1d5 Times	
Maximum Pulses: 6	
Grouping Range: +1 per 4	
Range Penalty: -1 per 2 hexes	
Fire Control: +4/+3/-1	
Intercept Rating: -1	
Rate of Fire: 1 per 3 turns	

FORWARD HITS
1-3:Retro Thrust
4-8:Heavy Laser
9-12:Lightning Cannon
13-18:Forward Struct
19-20:PRIMARY Hit
SIDE HITS
1-3:Port/Stb Thrust
4-5:Interceptor
6-10:Turret
11-13:Lightning Cannon
14-18:Port/Stb Struct
19-20:PRIMARY Hit
AFT HITS
1-4:Main Thrust
5-6:Interceptor
7-10:Heavy Laser
11-12:Lightning Cannon
13-18:Aft Struct
19-20:PRIMARY Hit
PRIMARY HITS
1-8:Primary Struct
9-10:Interceptor
11-12:Jump Engine
13-14:Sensors
15-16:Engine
17-18:Hangar
19:Reactor
20:C & C

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	
SPECIAL NOTES	
Two Exist	
E-Web	
Gravitic Drive System	
Lightning Cannons can only fire in Mega Mode	



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Lightning Cannon
	Heavy Laser Cannon (Imp)
	Hvy Pulse Cannon
	Light Pulse Cannon
	Hvy Interceptor