

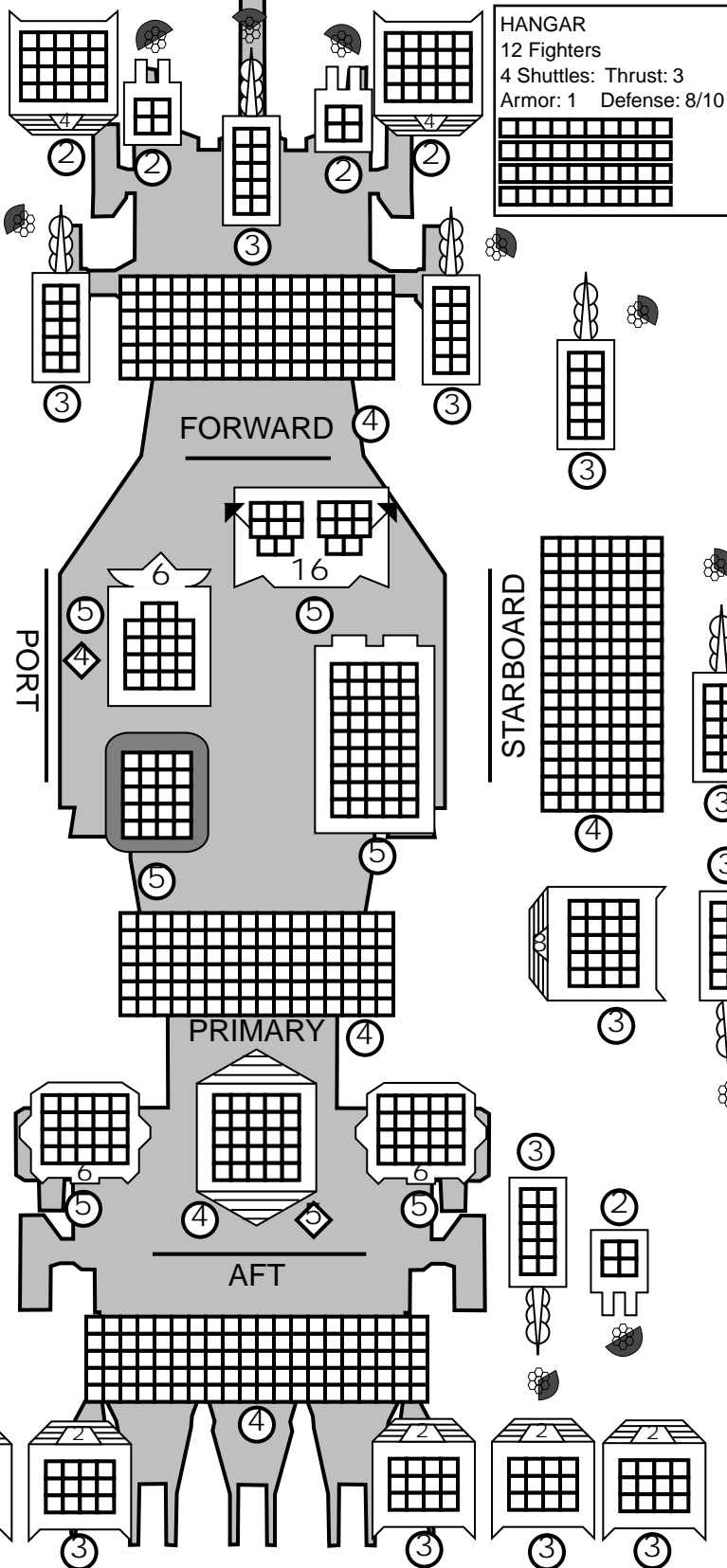
# EA Tillman Heavy Battleship (Alpha Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Enormous Unit	Turn Cost: 2 x Speed	Fwd/Aft Defense: 18 (15)
In Service: 2230	Turn Delay: 2 x Speed	Stb/Port Defense: 20 (17)
Point Value:	Accel/Decel Cost: 8 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: N/A	Extra Power: 0
Jump Delay: 24 Turns	Roll Cost: 4+6 Thrust	Initiative Penalty: -4
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 4 6 8 10 12 14 16 18 20 22 24	
Turn Delay	2 4 6 8 10 12 14 16 18 20 22 24	

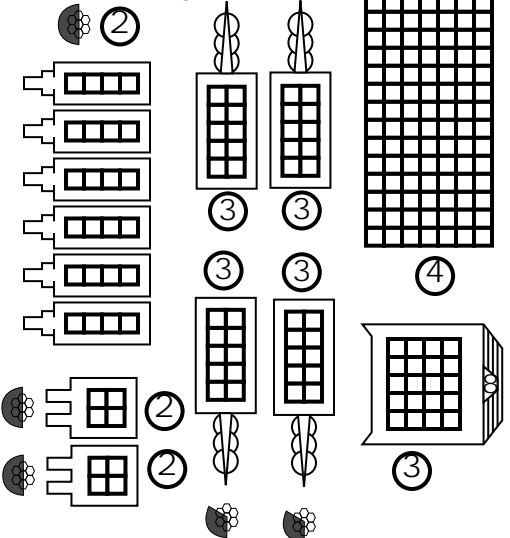
WEAPON DATA	
Heavy Bolter	
Class: Particle	
Modes: Standard	
Damage: 24	
Range Penalty: -1 per 3 hexes	
Fire Control: +3/+2/-1	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Standard Particle Beam	
Class: Particle	
Modes: Standard	
Damage: 1d10+6	
Range Penalty: -1 per hex	
Fire Control: +4/+4/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
Interceptor Mk-I	
Intercept Rating: -3	
Rate of Fire: 1 per turn	
OFFENSIVE MODE:	
Class: Particle	
Mode: Standard	
Damage: 1d10+5	
Fire Control: -/-/+6	
Range Penalty: -2 per hex	

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

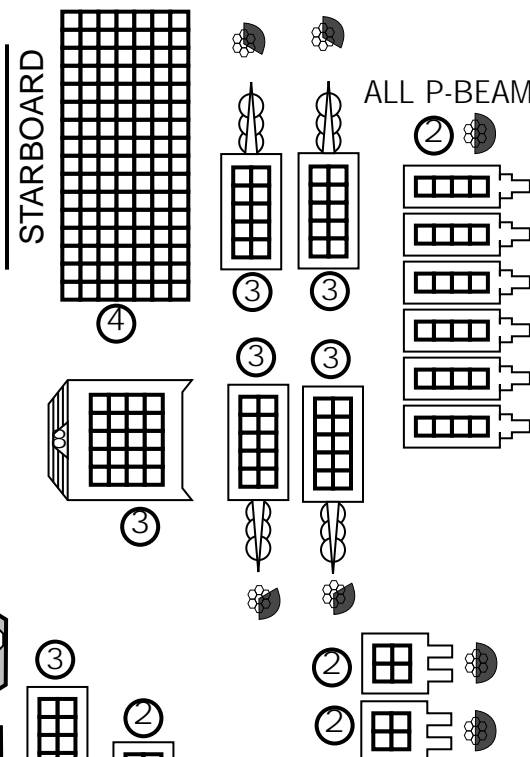
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	
SPECIAL NOTES	
Unique Ship	



## ALL P-BEAMS



## ALL P-BEAMS



## ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Std Particle Beam
	Heavy Bolter
	Interceptor