



## EA Aleph Battleship (Alpha Model)



### SPECS

Class: Capital Ship

In Service: 2261

Point Value:

Ramming Factor:

Jump Delay: 20 Turns

### MANEUVERING

Turn Cost: 1 x Speed

Turn Delay: 1 x Speed

Accel/Decel Cost: 4 Thrust

Pivot Cost: 3+3 Thrust

Roll Cost: 2+2 Thrust

### COMBAT STATS

Fwd/Aft Defense: 17 (13)

Stb/Port Defense: 19 (15)

Engine Efficiency: 4/1

Extra Power: 0

Initiative Bonus: +0

### WEAPON DATA

Heavy Laser Cannon

Class: Laser

Modes: R, S

Damage: 4d10+20

Range Penalty: -1 per 3 hexes

Fire Control: +3/+2/-4

Intercept Rating: n/a

Rate of Fire: 1 per 4 turns

Heavy Pulse Cannon

Class: Particle

Modes: 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

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-II

Intercept Rating: -4

Rate of Fire: 1 per turn

OFFENSIVE MODE:

Class: Particle

Modes: Standard

Damage: 1d10+8

Fire Control: -/-/+8

Range Penalty: -2 per hex

### FORWARD HITS

1-3:Retro Thrust

4-6:Heavy Laser Cannon

7-8:Heavy Pulse Cannon

9-11:Interceptor

12-18: Forward Struct

19-20:PRIMARY Hit

### SIDE HITS

1-4:Port/Stb Thrust

5-9:Particle Beam

10-11:Interceptor

12-13: Heavy pulse

14-18:Port/Stb Struct

19-20:PRIMARY Hit

### AFT HITS

1-6:Main Thrust

7-9:Heavy Pulse

10-11:Interceptor

12-13:Med pulse

14-18 :Aft struct

19-20:PRIMARY Hit

### PRIMARY HITS

1-8:Primary Struct

9-10:Jump Engine

11-14: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

Hvy Interceptor Bty

Intercept Rating: -4

Rate of Fire: 1 per turn

OFFENSIVE MODE:

Class: Particle

Modes: Standard

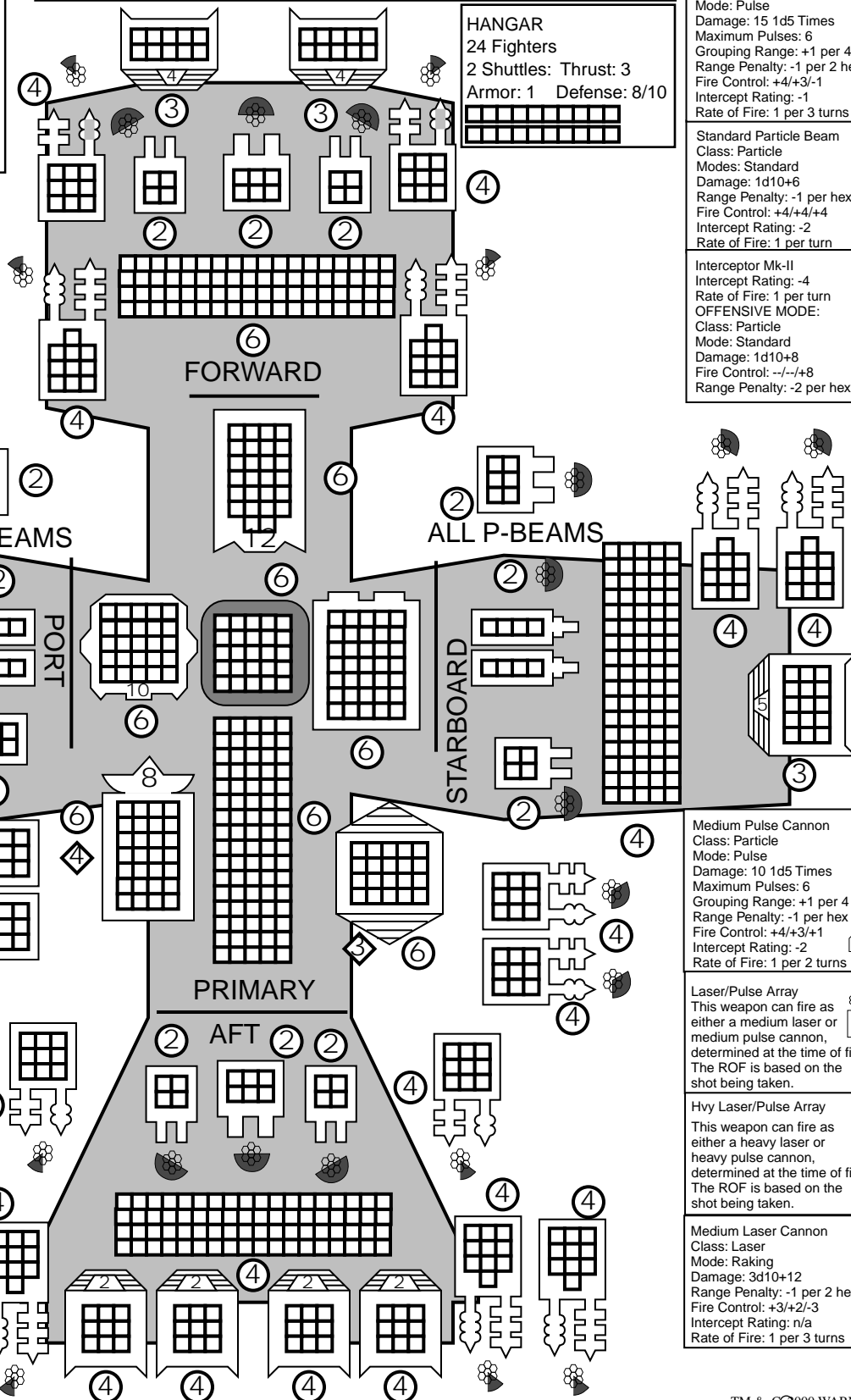
Damage: 2d10+6

Fire Control: -/-/+10

Range Penalty: -2 per hex

Note: Can switch modes

with no delay period



### ICON RECOGNITION

Thrustor

C & C

Sensors

Engine

Jump Engine

Reactor

Hangar

Std Particle Beam

Laser/Pulse Array

Heavy Laser/

Pulse Array

Interceptor

Hvy Interceptor

Medium Pulse Cannon

Class: Particle

Modes: Pulse

Damage: 10 1d5 Times

Maximum Pulses: 6

Grouping Range: +1 per 4

Range Penalty: -1 per hex

Fire Control: +4/+3/+1

Intercept Rating: -2

Rate of Fire: 1 per 2 turns

Laser/Pulse Array

This weapon can fire as

either a medium laser or

medium pulse cannon,

determined at the time of firing.

The ROF is based on the

shot being taken.

Hvy Laser/Pulse Array

This weapon can fire as

either a heavy laser or

heavy pulse cannon,

determined at the time of firing.

The ROF is based on the

shot being taken.

Medium Laser Cannon

Class: Laser

Modes: Raking

Damage: 3d10+12

Range Penalty: -1 per 2 hexes

Fire Control: +3/+2/-3

Intercept Rating: n/a

Rate of Fire: 1 per 3 turns