



EA Browning Heavy Escort (Beta Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 15 (11)
In Service: 2257	Turn Delay: 1 x Speed	Stb/Port Defense: 16 (12)
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor:	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	
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	
Hvy Interceptor Btty	
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	
Interceptor Mk-II	
Intercept Rating: -4	
Rate of Fire: 1 per turn	
OFFENSIVE MODE:	
Class: Particle	
Mode: Standard	
Damage: 1d10+8	
Fire Control: -/-/+8	
Range Penalty: -2 per hex	

FORWARD HITS
1-3:Retro Thrust
4-8:Std Particle Beam
9-11:Interceptor
12-18: Forward Struct
19-20:PRIMARY Hit
SIDE HITS
1-4:Port/Stb Thrust
5-6:Hvy Interceptor
7-12:Std Particle Beam
13-18:Port/Stb Struct
19-20:PRIMARY Hit
AFT HITS
1-7:Main Thrust
8-12: Interceptor
13-18: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	

HANGAR	
6 Fighters	
2 Shuttles: Thrust: 3	
Armor: 1 Defense: 8/10	

ALL HVY INTS & SPB'S

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ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Hvy Interceptor
	Interceptor
	Std Particle Beam

