



EA Astro Attack Cruiser (Alpha Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost 1 x Speed	Fwd/Aft Defense: 15 (12)
In Service: 2260	Turn Delay: 1 x Speed	Stb/Port Defense: 16 (13)
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 360	Pivot Cost: 3+3 Thrust	Extra Power: -24
Jump Delay: 24 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

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.

Medium Laser Cannon
Class: Laser
Mode: 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

Medium Pulse Cannon
Class: Particle
Mode: 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

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

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
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

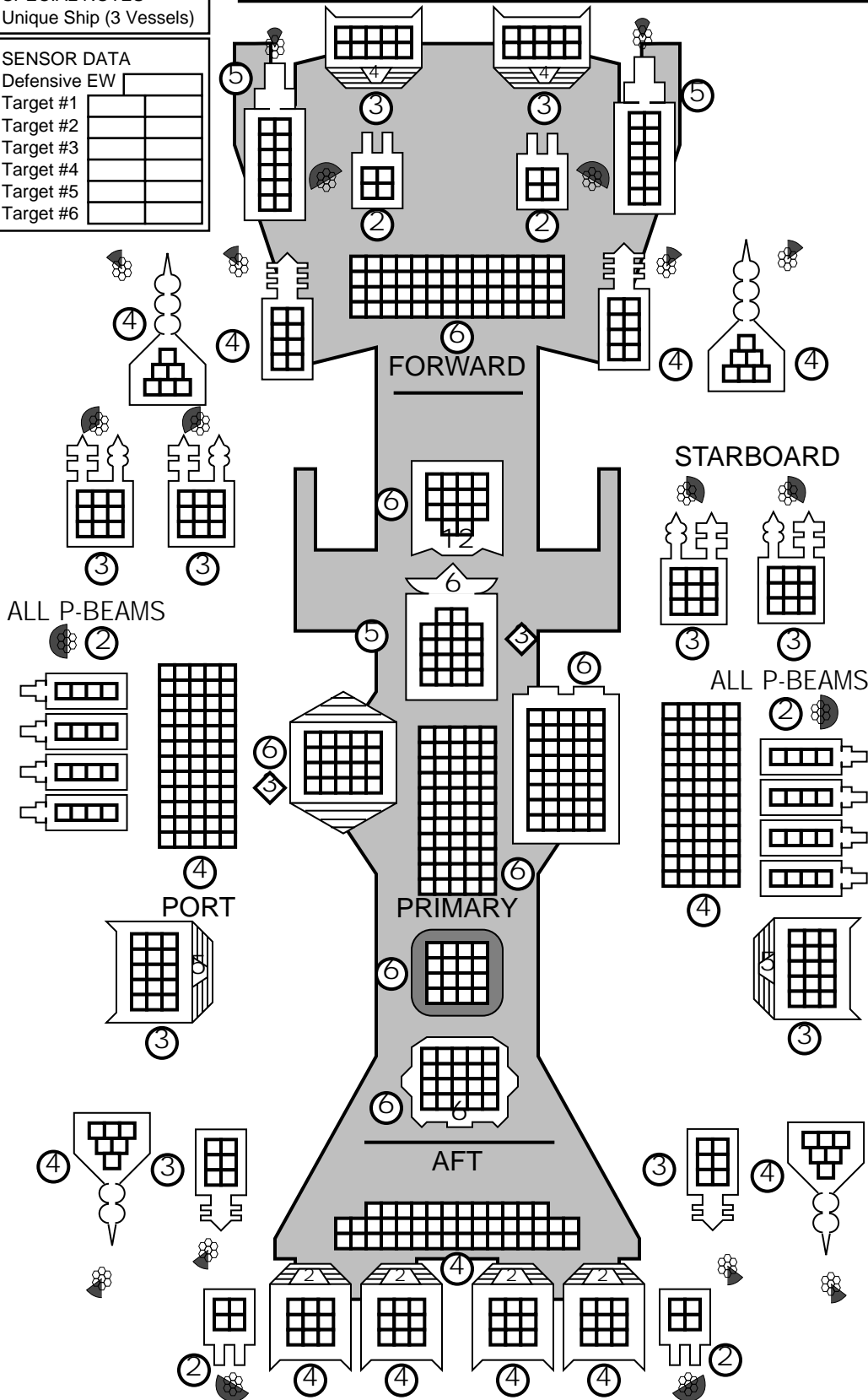
Hvy Particle Cannon
Class: Particle
Mode: Raking
Damage: 6d10+60
Range Penalty: -1 per 3 hexes
Fire Control: +6/+4/+0
Intercept Rating: n/a
Rate of Fire: 1 per 6 turns

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

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

FORWARBITS
1-3Retro Thrust
4-6:HeavyLaser Cannon
7-8: Hvy Pulse Cannon
9-10: Hvy Particle Cannon
11-12:Interceptor
13-18:Forward Struct
19-20:PRIMARY Hit
SIDE HITS
1-4Port/Stb Thrust
5-7Laser/Pulse Array
8-11: Std Particle Beam
12-18Port/Stb Struct
19-20:PRIMARY Hit
AFT HITS
1-5Main Thrust
6-7:MedLaser Cannon
8-9: Med Pulse Cannon
10-12:Interceptor
13-18:Aft Struct
19-20:PRIMARY Hit
PRIMARY HITS
1-8Primary Struct
9-10:Jump Engine
11-13:Sensors
14-15:Engine
16-17:Hangar
18-19:Reactor
20:C & C

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



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Laser/Pulse Array
- Interceptor
- Heavy Laser Cannon
- Heavy Pulse Cannon
- Heavy Laser
- Medium Laser
- Heavy Particle Cannon
- Std Particle Beam