



## EA Titan War Cruiser (Alpha Model)



### SPECS

Class: Capital Ship  
In Service: 2248  
Point Value:  
Ramming Factor:  
Jump Delay: 24 Turns

### MANEUVERING

Turn Cost: 2 x Speed  
Turn Delay: 1 3/4 x Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 3+3Thrust  
Roll Cost: 2+2 Thrust

### COMBAT STATS

Fwd/Aft Defense: 16 (13)  
Stb/Port Defense: 18 (15)  
Engine Efficiency: 3/1  
Extra Power: -8  
Initiative Bonus: +0

### WEAPON DATA

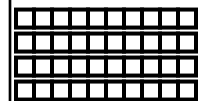
Heavy Laser Cannon  
Class: Laser  
Modes: R, S  
Damage: 4d10+20  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+2/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns

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

### EACH HANGAR

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



**FORWARD HITS**  
1-4: Retro Thrust  
5-6: Std Particle Beam  
7-8: Laser Cannon  
9-11: Interceptor  
12-18: Forward Struct  
19-20: PRIMARY Hit

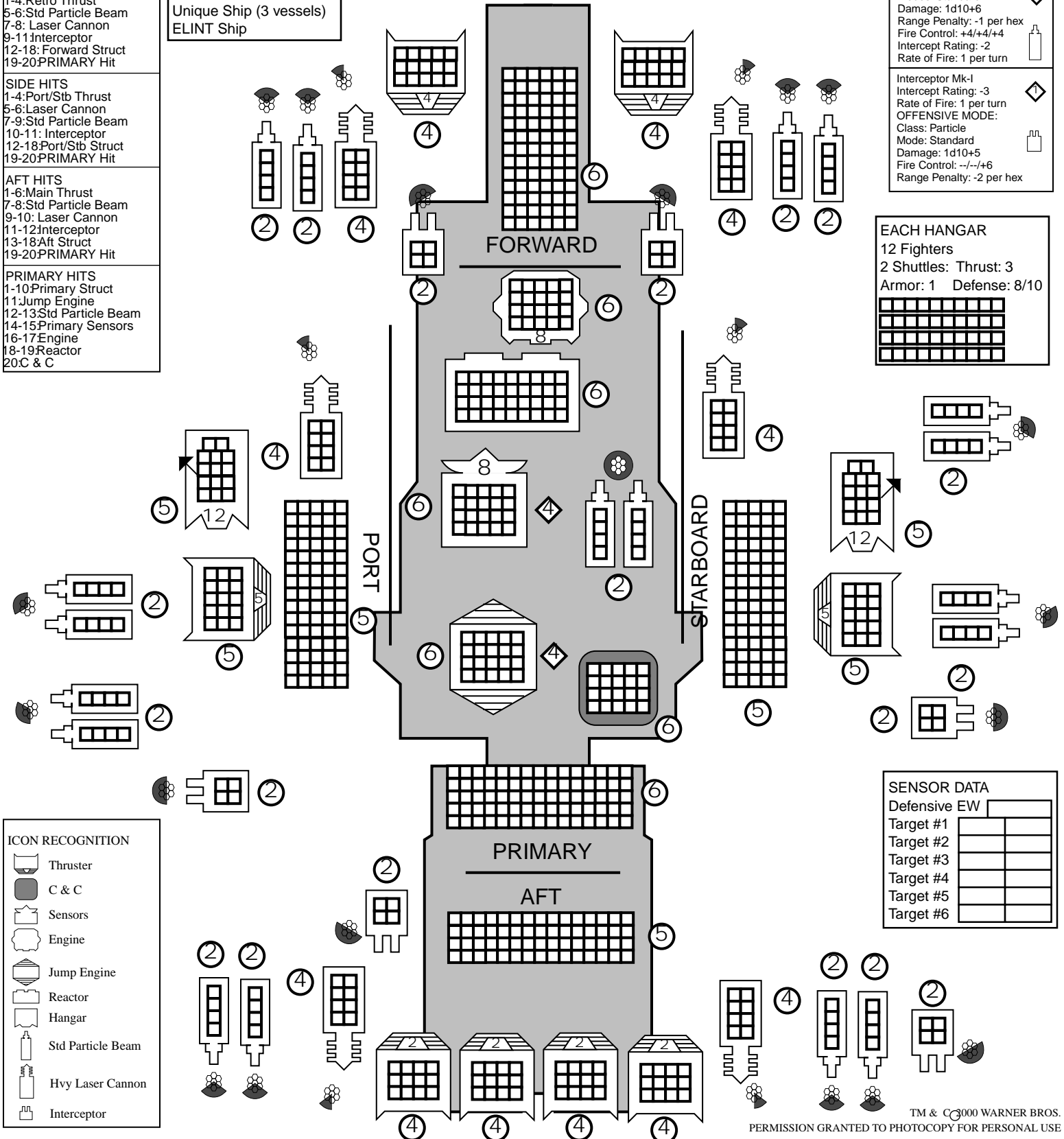
**SIDE HITS**  
1-4: Port/Stb Thrust  
5-6: Laser Cannon  
7-9: Std Particle Beam  
10-11: Interceptor  
12-18: Port/Stb Struct  
19-20: PRIMARY Hit

**AFT HITS**  
1-6: Main Thrust  
7-8: Std Particle Beam  
9-10: Laser Cannon  
11-12: Interceptor  
13-18: Aft Struct  
19-20: PRIMARY Hit

**PRIMARY HITS**  
1-10: Primary Struct  
11: Jump Engine  
12-13: Std Particle Beam  
14-15: Primary Sensors  
16-17: Engine  
18-19: Reactor  
20: C & C

### SPECIAL NOTES

Unique Ship (3 vessels)  
ELINT Ship



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Std Particle Beam
- Hvy Laser Cannon
- Interceptor

### SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	