

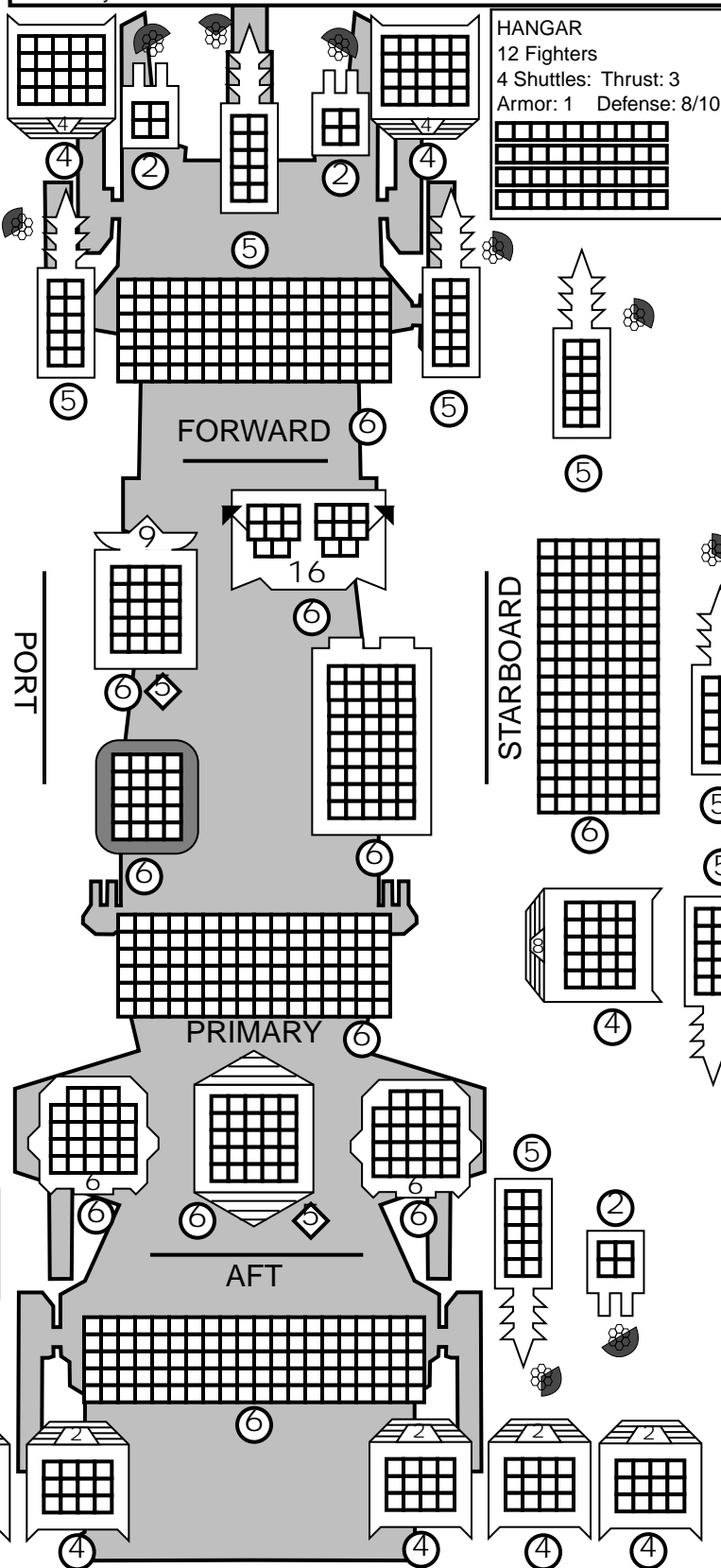
# EA Tillman Heavy Battleship (Delta Model)

SPECS		MANEUVERING												COMBAT STATS	
Class: Enormous Unit		Turn Cost: 3/2 Speed												Fwd/Aft Defense: 16 (12)	
In Service: 2261		Turn Delay: 3/2 Speed												Stb/Port Defense: 19 (15)	
Point Value:		Accel/Decel Cost: 4 Thrust												Engine Efficiency: 3/1	
Ramming Factor:		Pivot Cost: 4+4 Thrust												Extra Power: 0	
Jump Delay: 24 Turns		Roll Cost: 3+3 Thrust												Initiative Bonus: +0	
Speed	1	2	3	4	5	6	7	8	9	10	11	12			
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18			
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18			

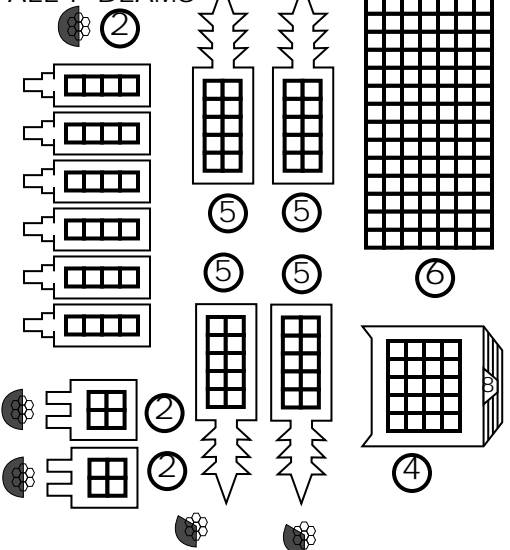
WEAPON DATA	
Improved Blast Laser	
Class: Laser	
Modes: Standard	
Damage: 3d10+14	
Range Penalty: -1 per 3 hexes	
Fire Control: +5/+3/-1	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Standard Particle Beam	
Class: Particle	
Modes: Standard	
Damage: 1d10+6	
Range Penalty: -1 per hex	
Fire Control: +4/+4/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
Interceptor Mk-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
1-4: Retro Thrust
5-8: Improved Blast Laser
9-10: Interceptor
11-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust
5-8: Improved Blast Laser
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: Improved Blast Laser
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

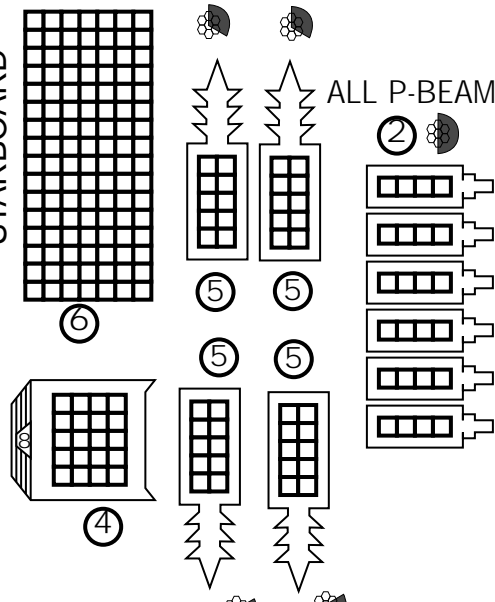
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	
SPECIAL NOTES	
Unique Class (4 Ships)	



## ALL P-BEAMS



## STARBOARD



## ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Std Particle Beam
	Improved Blast Laser
	Interceptor