

EA Avatar Attack Cruiser (Beta Model)



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14 (10)
In Service: 2270	Turn Delay: 1 x Speed	Stb/Port Defense: 17 (13)
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 18 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	
Heavy Laser Cannon	
Class: Laser	
Modes: R, S	6
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	
Medium Laser Cannon	
Class: Laser	
Mode: Raking	5
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	
Standard Particle Beam	
Class: Particle	
Modes: Standard	4
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	2
Rate of Fire: 1 per turn	
OFFENSIVE MODE:	
Class: Particle	
Mode: Standard	
Damage: 1d10+8	
Fire Control: -/-/+8	
Range Penalty: -2 per hex	
Class-LH Missile Rack	
Class: Ballistic	0
Missiles: 20	
Range Penalty: None (+10)	
Fire Control: +4/+4/+4	
Rate of Fire: 1 per turn	

FORWARD HITS
1-4: Retro Thrust
5-6: Hvy Laser Cannon
7-8: Med Laser Cannon
9-10: Std Particle Beam
11-12: Interceptor
13-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-7: LH-Missile Rack
8-10: Std Particle Beam
11-12: Interceptor
13-18: Port/Stb Struct
19-20: PRIMARY Hit

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

PRIMARY HITS
1-10: Primary Struct
11-12: Jump Drive
13-14: 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

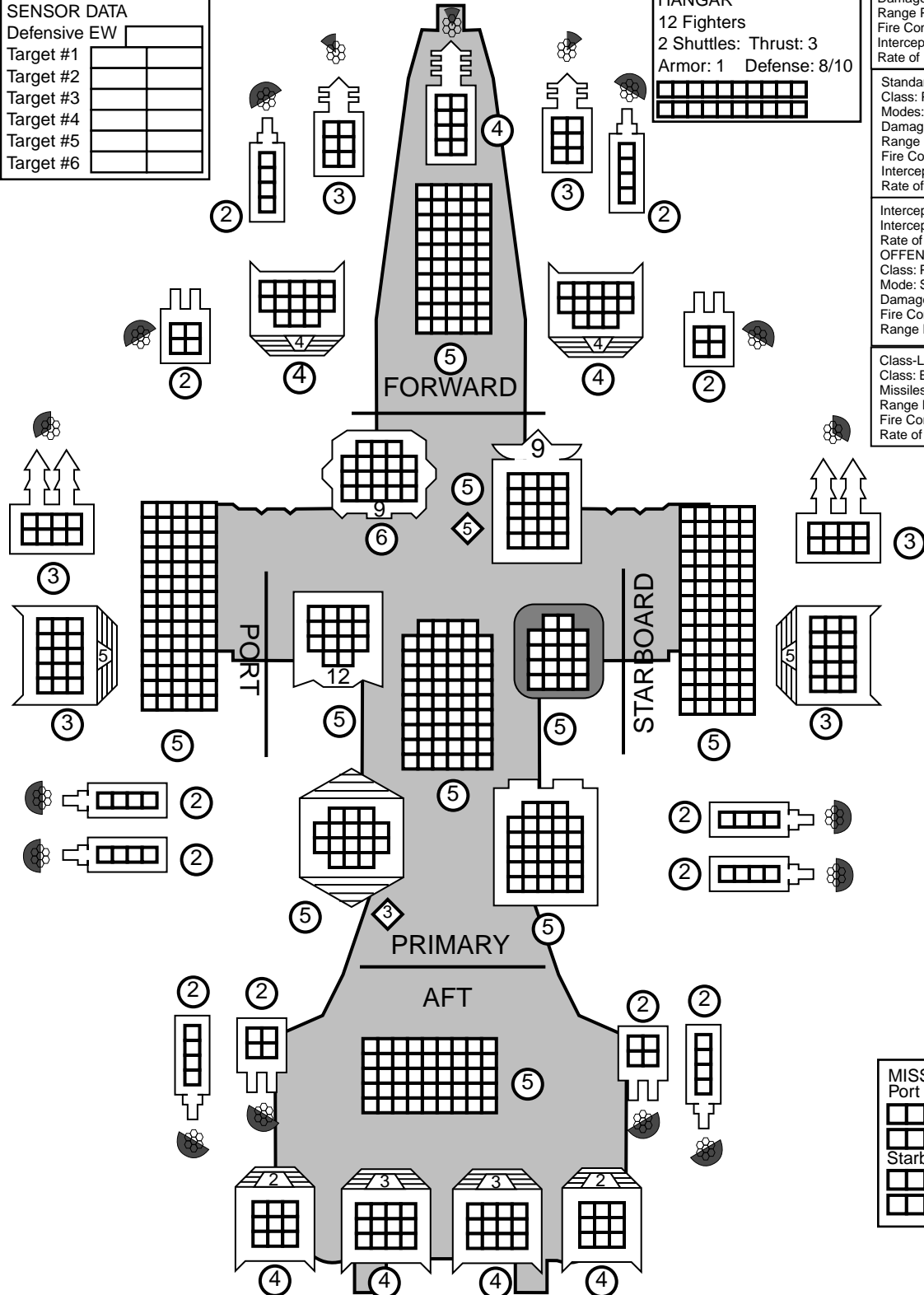
Target #6

HANGAR

12 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Std Particle Beam
- Medium Laser
- Heavy Laser Cannon
- Class-LH Missile Rack
- Interceptor

MISSILES	
Port LH-Rack	
Starboard LH-Rack	