

EA Phalanx Battleship (Epsilon Model)

SPECS		MANEUVERING												COMBAT STATS	
Class: Capital Ship		Turn Cost: 1 x Speed												Fwd/Aft Defense: 16 (13)	
In Service: 2255		Turn Delay: 4/3 x Speed												Stb/Port Defense: 17 (14)	
Point Value:		Accel/Decel Cost: 4 Thrust												Engine Efficiency: 3/1	
Ramming Factor:		Pivot Cost: 3+3 Thrust												Extra Power: 0	
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 <td>11</td> <td>12</td> <td colspan="2"></td>	11	12		
Turn Delay		2	3	4	6	7	8	10	11	12	14	15	16		

WEAPON DATA
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

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

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

MISSILES
Rack #1
Rack #2

FORWARD HITS
1-3: Retro Thrust
4-6: Med Pulse Cannon
7: Railgun
8-9: Hvy Pulse Cannon
10-11: Interceptor
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-3: Port/Stb Thrust
4-5: Hvy Laser Cannon
6-7: Med Laser Cannon
8: Missile Rack
9: Med Pulse Cannon
10-11: Std Particle Beam
12-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Railgun
9-10: Med Pulse Cannon
11-12: Interceptor
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-7: Primary Struct
8-10: Std Particle Beam
11-12: Sensors
13-14: Jump Engine
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

Class-L Missile Rack

Class: Ballistic

Missiles: 20

Range Penalty: None (+10)

Fire Control: +3/+3/+3

Rate of Fire: 1 per 2 turns

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Std Particle Beam
- Medium Laser
- Class-L Missile Rack
- Heavy Laser
- Railgun
- Interceptor

