

## EA Edwards Auxillary Carrier (Alpha Model)

### SPECS

Class: Capital Ship  
In Service: 2242  
Point Value:  
Ramming Factor:  
Jump Delay: N/A

### MANEUVERING

Turn Cost 3/2 Speed  
Turn Delay: 3/2 Speed  
Accel/Decel Cost: 8 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 4+4 Thrust

### COMBAT STATS

Fwd/Aft Defense: 16 (13)  
Stb/Port Defense: 19 (16)  
Engine Efficiency: 4/1  
Extra Power: 0  
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

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

### OTHER HANGARS

12 Fighters Each  
0 Shuttles

**FORWARBITS**  
1-6Retro Thrust  
6-9:Interceptor  
10-18: Forward Struct  
19-20:PRIMARY Hit

**SIDE HITS**  
1-3Port/Stb Thrust  
4-5Std Particle Beam  
6-7:Interceptor  
8-12:Hangar  
13-18:Port/Stb Struct  
19-20:PRIMARY Hit

**AFT HITS**  
1-8Main Thrust  
9-11:Interceptor  
12-18:Aft Struct  
19-20:PRIMARY Hit

**PRIMARY HITS**  
1-12:Primary Struct  
13-14:Sensors  
15-16:Engine  
17:Primary Hangar  
18-19:Reactor  
20:C & C

### SPECIAL NOTES

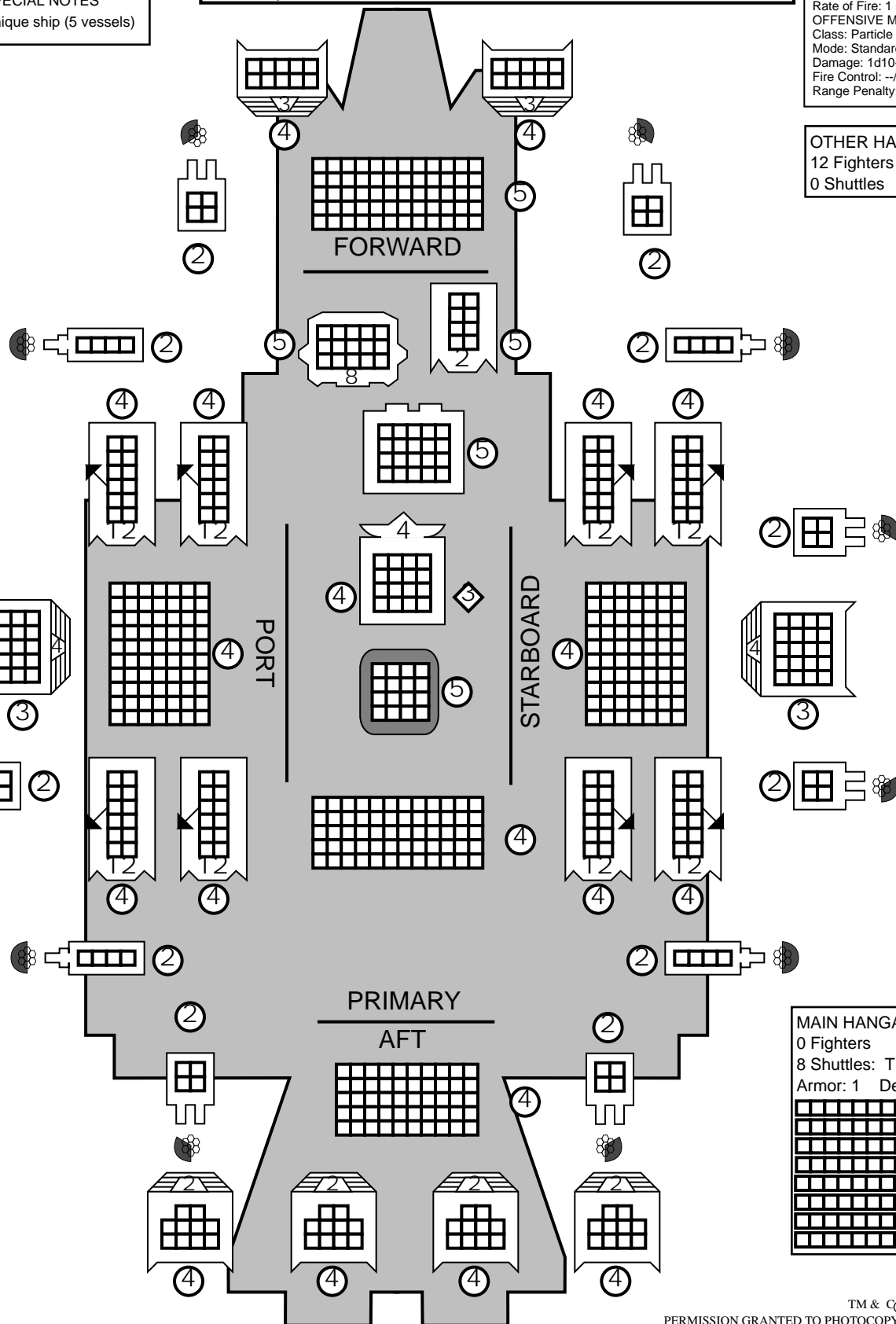
Unique ship (5 vessels)

### 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
- Std Particle Beam
- Interceptor



### MAIN HANGAR

0 Fighters  
8 Shuttles: Thrust: 3  
Armor: 1 Defense: 8/10

