

EA Tillman Heavy Battleship (Gamma Model)

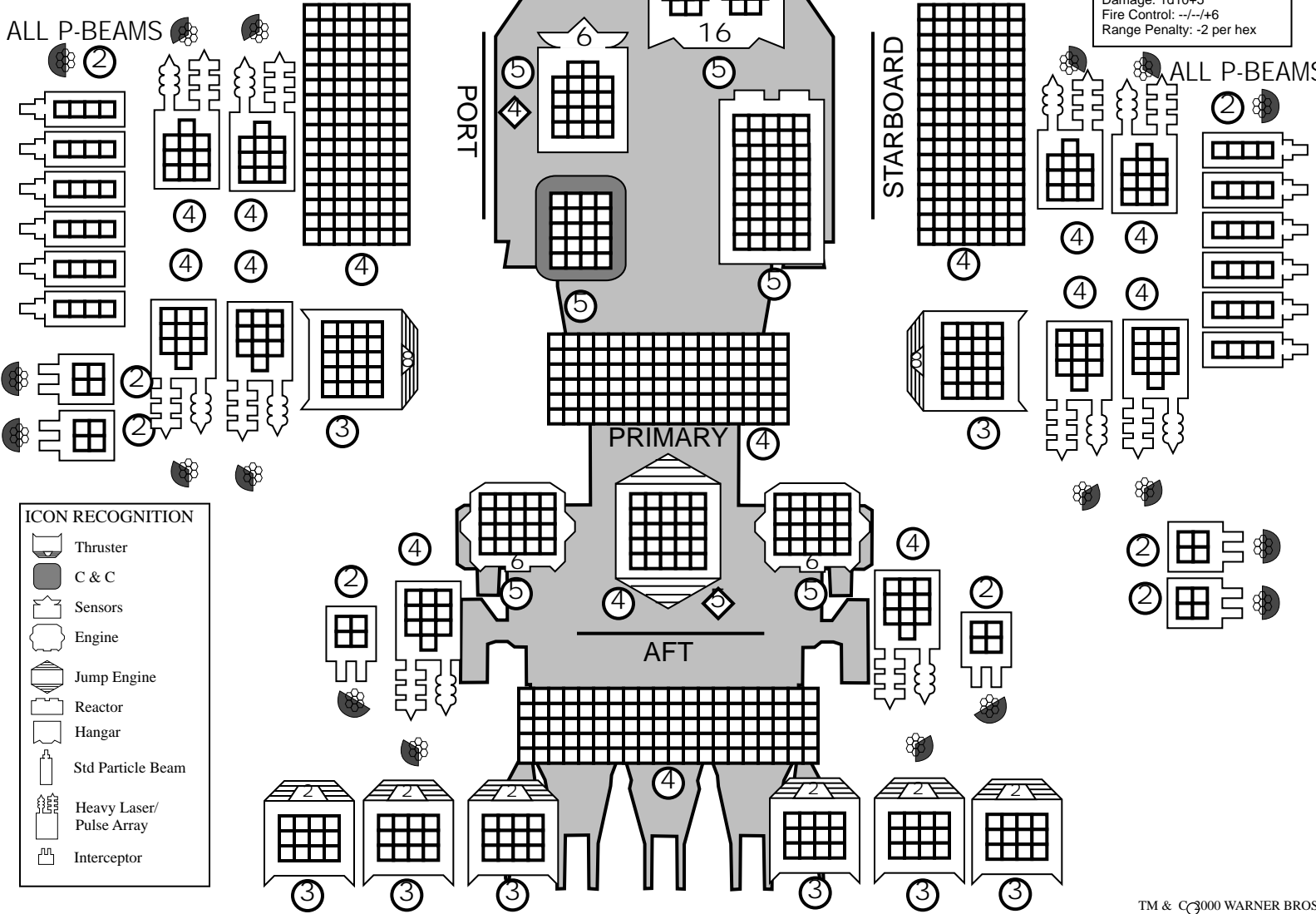
SPECS	MANEUVERING	COMBAT STATS
Class: Enormous Unit	Turn Cost: 2 x Speed	Fwd/Aft Defense: 18 (15)
In Service: 2261	Turn Delay: 2 x Speed	Stb/Port Defense: 20 (17)
Point Value:	Accel/Decel Cost: 8 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: N/A	Extra Power: 0
Jump Delay: 24 Turns	Roll Cost: 4+6 Thrust	Initiative Penalty: -4
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 4 6 8 10 12 14 16 18 20 22 24	
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WEAPON DATA
Hvy Laser/Pulse Array This weapon can fire as either a heavy laser or heavy pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.
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
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

FORWARD HITS
1-4:Retro Thrust
5-8: Hvy Laser/Pulse Array
9-10:Interceptor
11-18: Forward Struct
19-20:PRIMARY Hit
SIDE HITS
1-4:Port/Stb Thrust
5-8: Hvy Laser/Pulse Array
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: Hvy Laser/Pulse Array
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 Ship

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



ICON RECOGNITION
Thrustor
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Std Particle Beam
Heavy Laser/Pulse Array
Interceptor