



EA Warlock Advanced Destroyer (Gamma Model)



SPECS

Class: Capital Ship
In Service: 2261
Point Value:
Ramming Factor: 360
Jump Delay: 16 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 15 (11)
Stb/Port Defense: 19 (15)
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +0

WEAPON DATA

Class-LH Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None (+10)
Fire Control: +4/+4/+4
Rate of Fire: 1 per turn

Class-L Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None (+10)
Fire Control: +3/+3/+3
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-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
5-10: Missile Rack (Any)
11-13: Interceptor
14-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-8: Missile Rack (Any)
9-11: Std Particle Beam
12: Interceptor
13-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-10: Missile Rack (Any)
11-13: Interceptor
14-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-7: Primary Struct
8-9: Reload Rack
10-11: Jump Drive
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Restricted Deployment (10%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

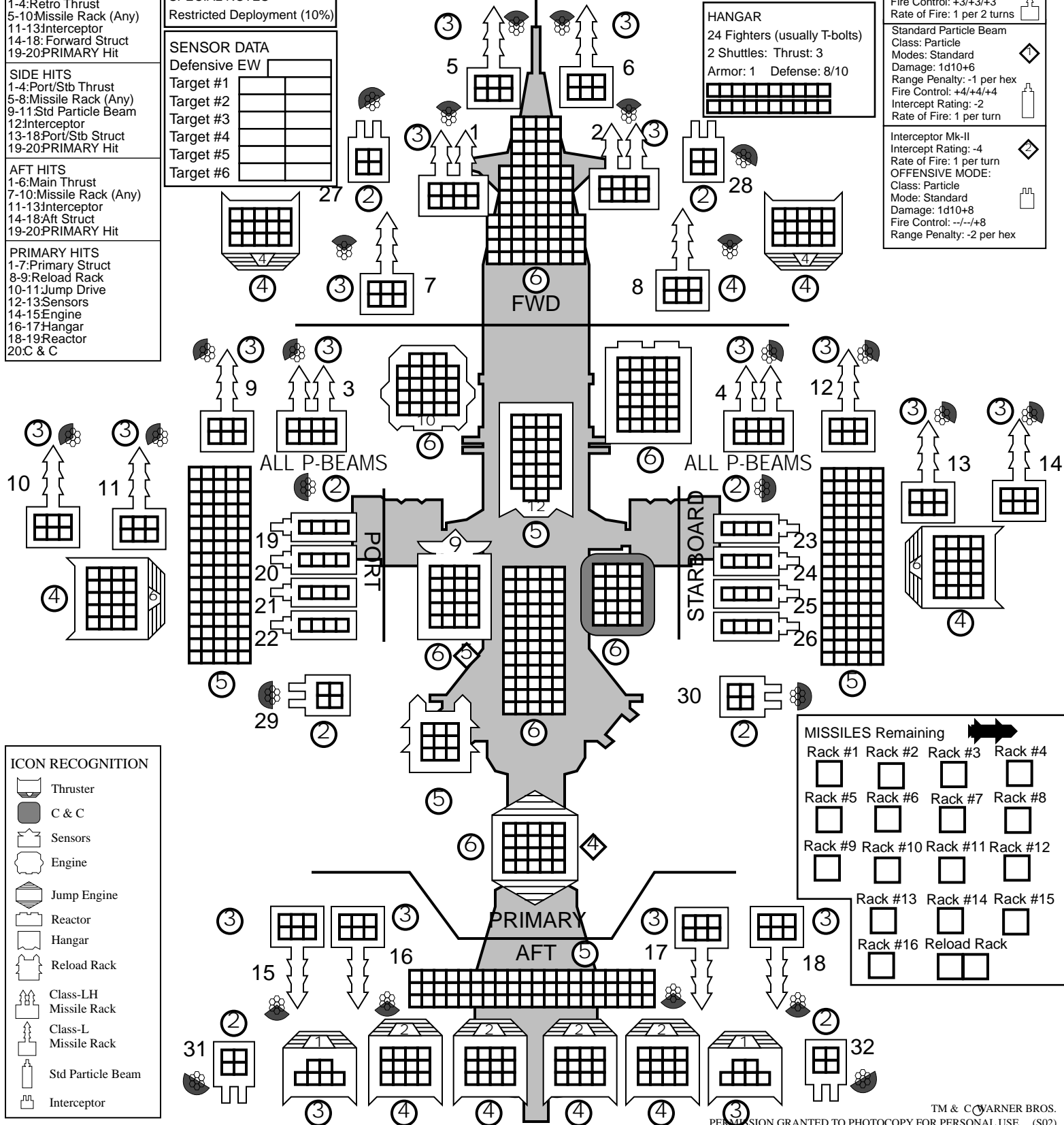
Target #4

Target #5

Target #6

HANGAR

24 Fighters (usually T-bolts)
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Reload Rack
- Class-LH Missile Rack
- Class-L Missile Rack
- Std Particle Beam
- Interceptor