

EA Avatar Strike Cruiser (Gamma Model)



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14 (10)
In Service: 2271	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: -3
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	
Rail Cannon	
Class: Matter	
Modes: Piercing	
Damage: 5d10+10	
Range Penalty: -1 per 3 hexes	
Fire Control: +4/+1/-	
Intercept Rating: n/a	
Rate of Fire: 1 per 5 turns	
Railgun	
Class: Matter	
Modes: Standard	
Damage: 3d10+3	
Range Penalty: -1 per 2 hexes	
Fire Control: +2/+2/-3	
Intercept Rating: n/a	
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-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	
Class-LH Missile Rack	
Class: Ballistic	
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:Rail Cannon
7-9:Railgun
10-12:Interceptor
13-18: Forward Struct
19-20:PRIMARY Hit

SIDE HITS
1-4:Port/Stb Thrust
5-6:Rail Cannon
7-8:LH-Missile Rack
9-10:Std Particle Beam
11-12:Interceptor
13-18:Port/Stb Struct
19-20:PRIMARY Hit

AFT HITS
1-6:Main Thrust
7-10:Railgun
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

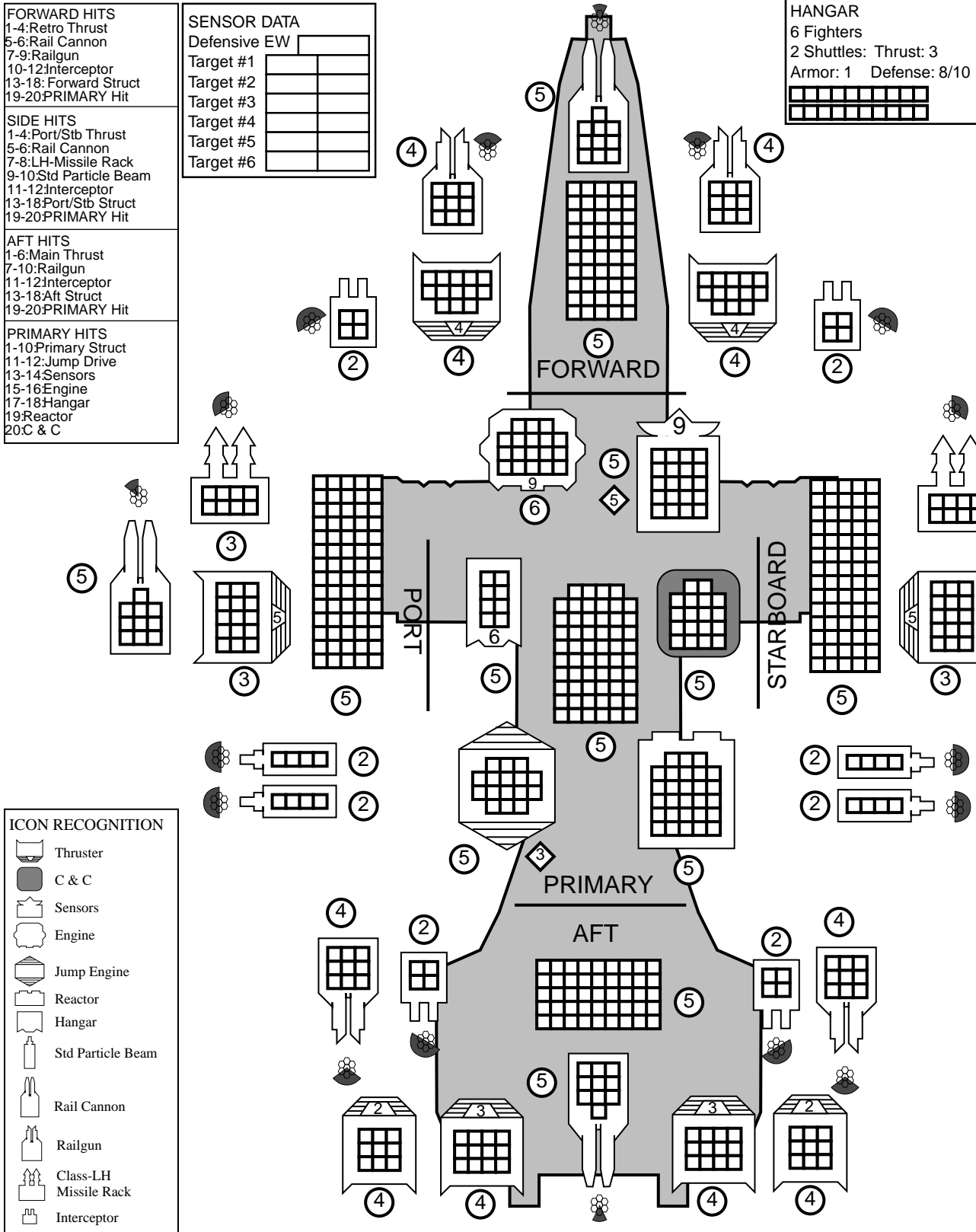
Target #6

HANGAR

6 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Std Particle Beam
- Rail Cannon
- Railgun
- Class-LH Missile Rack
- Interceptor

MISSILES	
Port LH-Rack	
Starboard LH-Rack	