

EA Ananke Patrol Carrier (Gamma Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14 (11)
In Service: 2249	Turn Delay: 1 x Speed	Stb/Port Defense: 15 (12)
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 240	Pivot Cost: 2+2 Thrust	Extra Power: -2
Jump Delay: N/A	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
Heavy Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
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
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
1-3:Retro Thrust
4-6: Hvy Plasma Cannon
8-10:Launch Rail
11-12:Interceptor
13-18: Forward Struct
19-20:PRIMARY Hit
SIDE HITS
1-4:Port/Stb Thrust
5-8:Launch Rail
9-10: Hvy Plasma Cannon
11-18:Port/Stb Struct
19-20:PRIMARY Hit
AFT HITS
1-6:Main Thrust
7-9:Interceptor
10-18:Aft Struct
19-20:PRIMARY Hit
PRIMARY HITS
1-10:Primary Struct
11-12:Std Particle Beam
13-14:Sensors
15-16:Engine
17:Hangar
18-19:Reactor
20:C & C

SPECIAL NOTES

Unique Ship

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

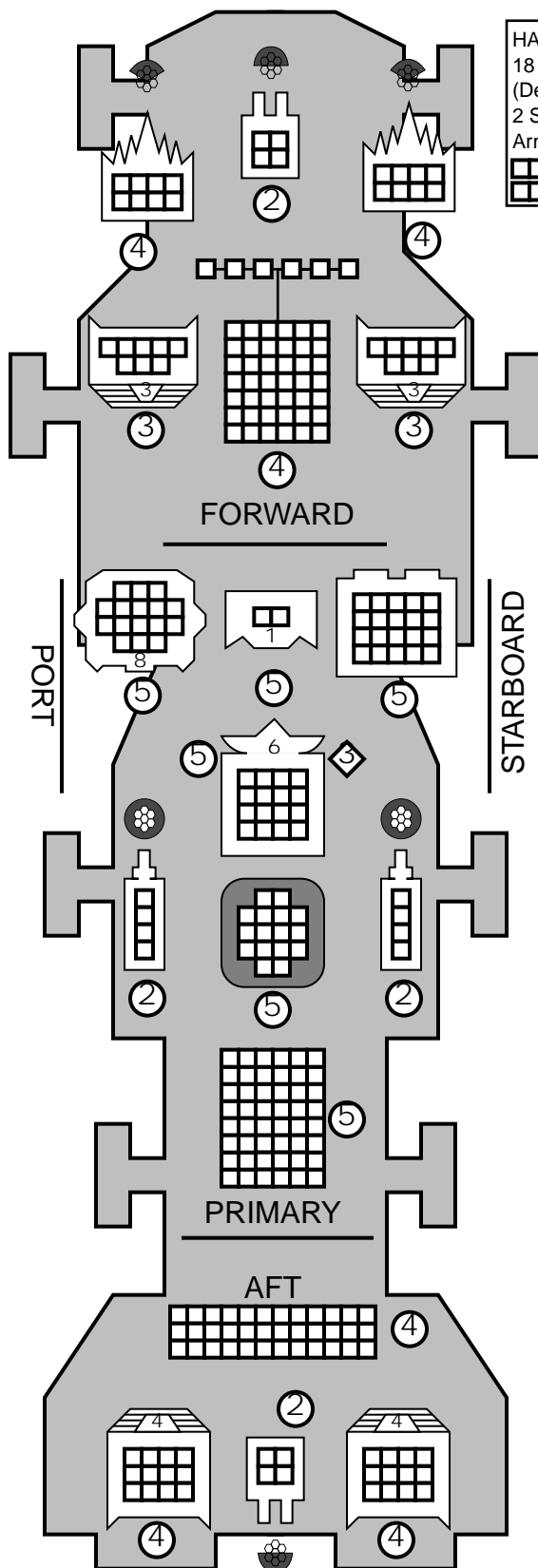
Target #6

HANGAR

18 External Fighters
(Delta-V only)

2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Hvy Plasma Cannon
	Std Particle Beam
	Interceptor