

# Earth Alliance Utrecht Heavy Carrier

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 5/4 Speed	Fwd/Aft Defense: 15 (11)
In Service: 2257	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: 0
Jump Delay: 24 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 3 4 5 7 8 9 10 12 13 14 15	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA
Medium Pulse Cannon Class: Particle Mode: Pulse Damage: 10 1d5 Times Maximum Pulses: 6 Grouping Range: +1 per 4 Range Penalty: -1 per hex Fire Control: +4/+3/+1 Intercept Rating: -2 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
Light Pulse Cannon Class: Particle Mode: Pulse Damage: 8 1d5 Times Maximum Pulses: 6 Grouping Range: +1 per 4 Range Penalty: -2 per hex Fire Control: +3/+3/+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**  
1-3:Retro Thrust  
4-5:Pulse Cannon  
6-7: Hangar  
8-9:Interceptor  
10-11: Std. Particle Beam  
12-18: Forward Struct  
19-20:PRIMARY Hit

**SIDE HITS**  
1-3:Port/Stb Thrust  
4-5:Std Particle Beam  
6-8:Interceptor  
9-11:Hangar  
12:Lt. Pulse Cannon  
13-18:Port/Stb Struct  
19-20:PRIMARY Hit

**AFT HITS**  
1-6:Main Thrust  
7-9:Pulse Cannon  
10-11:Interceptor  
12: Std. Particle Beam  
13-18:Aft Struct  
19-20:PRIMARY Hit

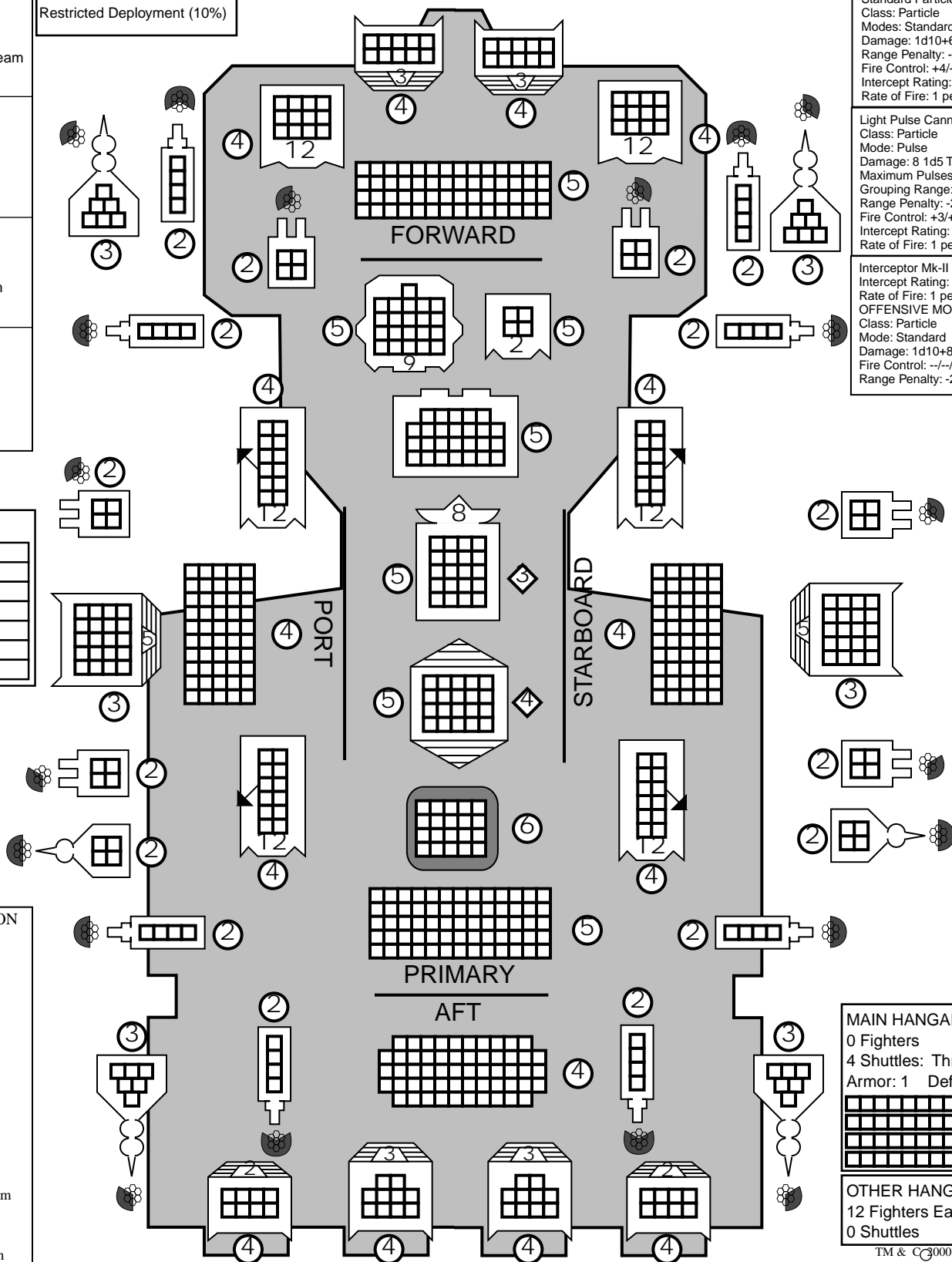
**PRIMARY HITS**  
1-10:Primary Struct  
11-12:Jump Engine  
13-14:Sensors  
15-16:Engine  
17:Primary Hangar  
18-19:Reactor  
20:C & C

**SPECIAL NOTES**  
Restricted Deployment (10%)

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Pulse Cannon
- Std Particle Beam
- Interceptor
- Lt Pulse Cannon



MAIN HANGAR
0 Fighters 4 Shuttles: Thrust: 3 Armor: 1 Defense: 8/10
OTHER HANGARS
12 Fighters Each 0 Shuttles