



EA Alpha Battleship (Alpha Model)



SPECS

Class: Capital Ship
In Service: 2259
Point Value:
Ramming Factor: 480
Jump Delay: 20 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: 17 (13)
Stb/Port Defense: 19 (15)
Engine Efficiency: 4/1
Extra Power: 0
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 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-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

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

FORWARBITS
1-3Retro Thrust
4-6Heavy Laser Cannon
7-8Heavy Pulse Cannon
9-11Interceptor
12-18: Forward Struct
19-20:PRIMARY Hit

SIDE HITS
1-4Port/Stb Thrust
5-9Particle Beam
10-11Interceptor
12-13: Heavy pulse
14-18:Port/Stb Struct
19-20:PRIMARY Hit

AFT HITS
1-6Main Thrust
7-9Heavy Pulse
10-11Interceptor
12-13Med pulse
14-18 :Aft struct
19-20:PRIMARY Hit

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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

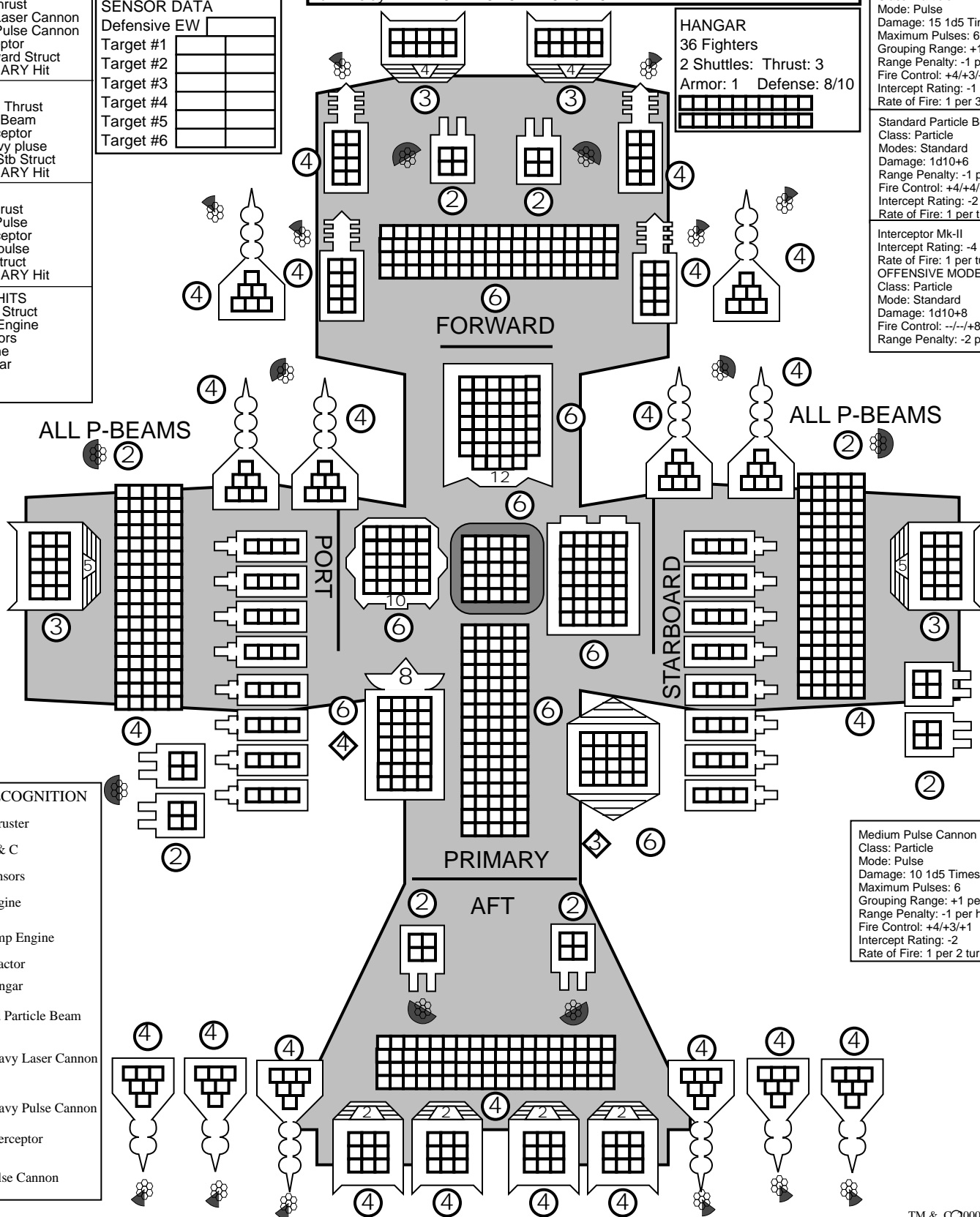
Target #4

Target #5

Target #6

HANGAR

36 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10



ICON RECOGNITION

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