

EA Ananke Export Carrier (Delta Model)

SPECS

Class: Capital Ship
In Service: 2249
Point Value:
Ramming Factor: 240
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14 (11)
Stb/Port Defense: 15 (12)
Engine Efficiency: 3/1
Extra Power: -2
Initiative Bonus: +0

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

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
1-4: Retro Thrust
5-6: Pulse Cannon
8-10: Launch Rail
11-12: Std Particle Beam
13-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-8: Launch Rail
9-10: Pulse Cannon
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-9: Std Particle Beam
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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

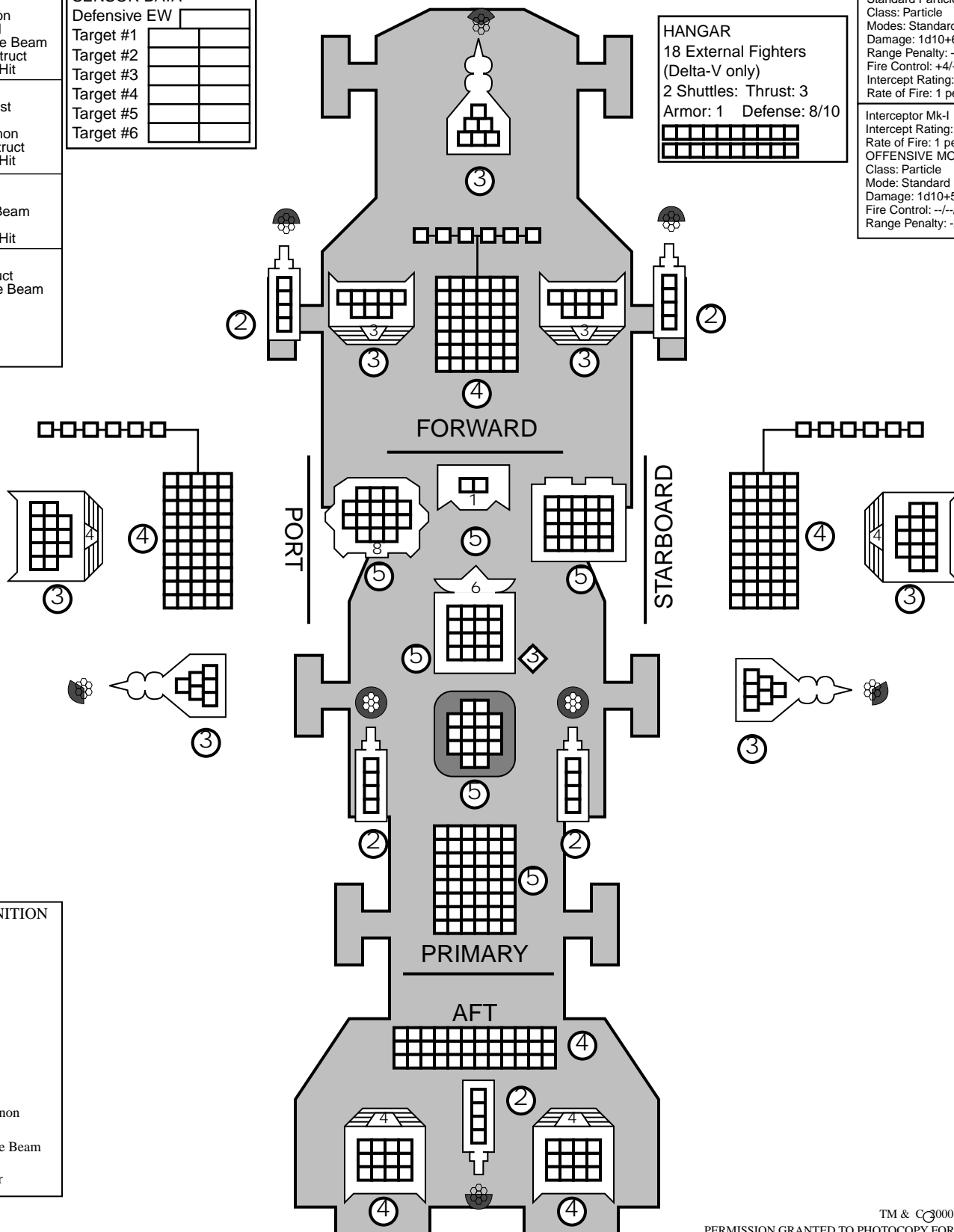
Target #5

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
- Pulse Cannon
- Std Particle Beam
- Interceptor