

## EA Ark Royal Super Carrier (Gamma Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost 1 x Speed	Fwd/Aft Defense: 16 (12)
In Service: 2262	Turn Delay: 1 x Speed	Stb/Port Defense: 18 (14)
Point Value:	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 400	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: 24 Turns	Roll Cost: 3+3 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	

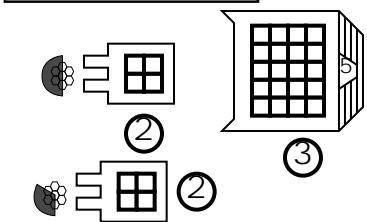


WEAPON DATA
Medium Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Hvy Interceptor Btty
Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 2d10+6
Fire Control: -/-/+10
Range Penalty: -2 per hex
Note: Can switch modes with no delay period
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

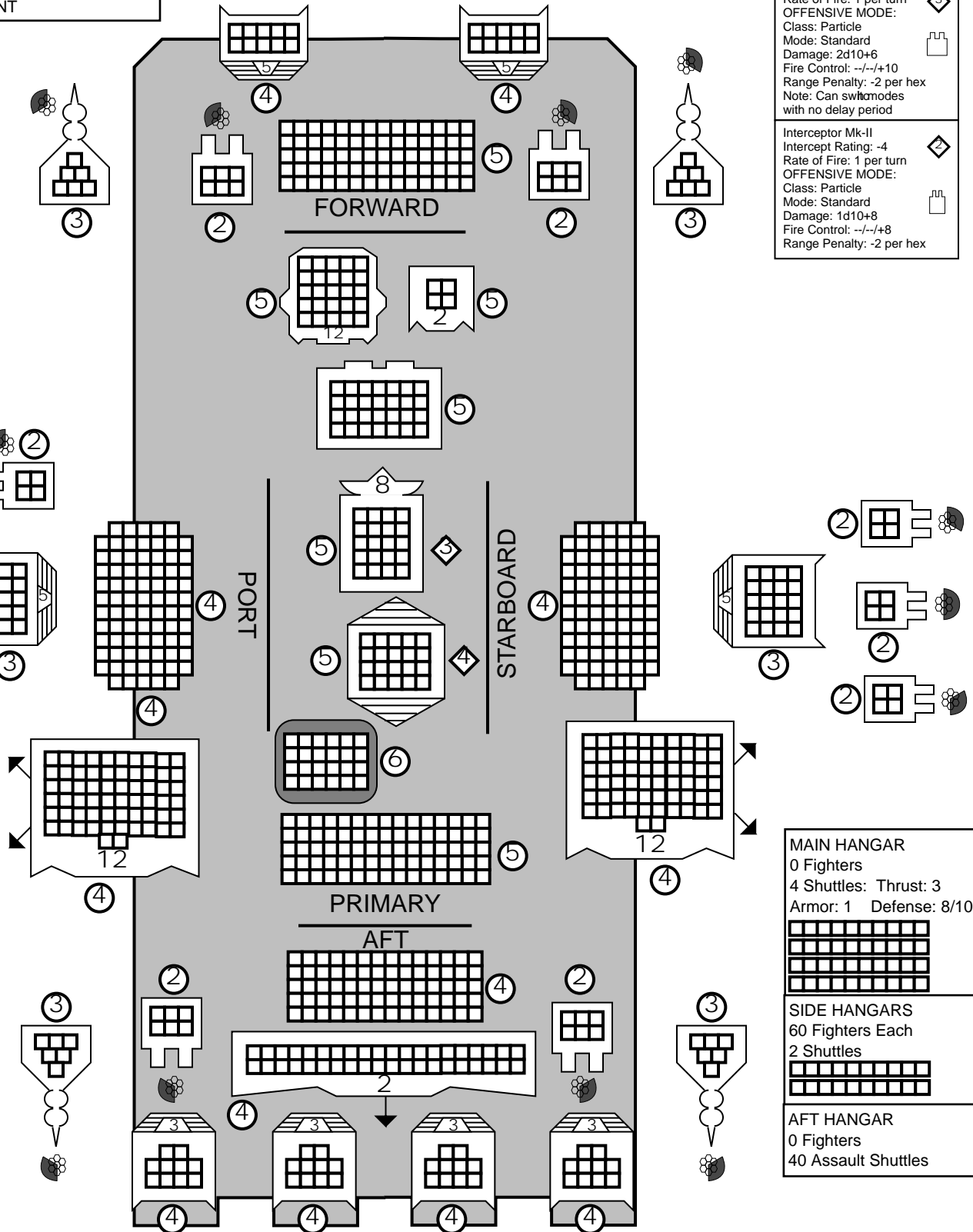
FORWARBIT
1-4Retro Thrust
5-6Pulse Cannon
7-9Hvy Interceptor Btty
10-18: Forward Struct
19-20PRIMARY Hit
SIDE HITS
1-3Port/Stb Thrust
4-6Interceptor
7-12Hangar
13-18Port/Stb Struct
19-20PRIMARY Hit
AFT HITS
1-6Main Thrust
7-8: Hangar
9-10Pulse Cannon
11-12Hvy Interceptor Btty
13-18Aft Struct
19-20PRIMARY Hit
PRIMARY HITS
1-10Primary Struct
11-12Jump Engine
13-14Sensors
15-16Engine
17Primary Hangar
18-19Reactor
20C & C

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

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



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Pulse Cannon
Interceptor
Hvy Interceptor



MAIN HANGAR
0 Fighters
4 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10
SIDE HANGARS
60 Fighters Each
2 Shuttles
AFT HANGAR
0 Fighters
40 Assault Shuttles