



## EA Avatar Heavy Cruiser (Alpha Model)



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14 (10)
In Service: 2269	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: 18 Turns	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
Hvy Particle Cannon Class: Particle Mode: Raking Damage: 6d10+60 Range Penalty: -1 per 3 hexes Fire Control: +6/+4/+0 Intercept Rating: n/a Rate of Fire: 1 per 6 turns
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
Class-A Missile Rack Class: Ballistic Missiles: 20 Range Penalty: None Fire Control: +0/+0/+4 Rate of Fire: 1 per turn (antifighter missiles only)
Antifighter Missile A Mode: Standard Damage: 15 Max Range: 15 hexes Fire Control: +0/+0/+3 Intercept Rating: n/a
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

**FORWARD HITS**  
1-4: Retro Thrust  
5-6: Hvy Particle Cannon  
7-9: Pulse Cannon  
10-12: Interceptor  
13-18: Forward Struct  
19-20: PRIMARY Hit

**SIDE HITS**  
1-4: Port/Stb Thrust  
5-6: LH-Missile Rack  
7-8: A-Rack  
9-10: Std Particle Beam  
11-12: Interceptor  
13-18: Port/Stb Struct  
19-20: PRIMARY Hit

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

**PRIMARY HITS**  
1-10: Primary Struct  
11-12: Jump Drive  
13-14: 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

### SPECIAL NOTES

Antifighter Missiles are standard (no extra cost)

### HANGAR

12 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10

### ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Std Particle Beam
- Class-A Missile Rack
- Heavy Particle Cannon
- Pulse Cannon
- Class-LH Missile Rack
- Interceptor

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
Class-LH Missile Rack Class: Ballistic Missiles: 20 Range Penalty: None (+10) Fire Control: +4/+4/+4 Rate of Fire: 1 per turn

### MISSILES

Port A-Rack

Starboard A-Rack

Port LH-Rack

Starboard LH-Rack

