



EA Bolitho Light Destroyer (Alpha Model)



SPECS

Class: Capital Ship
In Service: 2263
Point Value:
Ramming Factor:
Jump Delay: 18 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14 (10)
Stb/Port Defense: 15 (11)
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	4	4	5	6	6	7	8
Turn Delay	1	1	2	2	3	4	4	5	6	6	7	8

WEAPON DATA

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

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-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 BITS
1-4 Retro Thrust
5-7 Heavy Pulse Cannon
8-10: Std Particle Beam
11-18: Forward Struct
19-20 PRIMARY Hit

SIDE HITS
1-4 Port/Stb Thrust
5-7 Particle Beam
8-10: Laser/Pulse Array
11-12 Interceptor
13-18 Port/Stb Struct
19-20 PRIMARY Hit

AFT HITS
1-8 Main Thrust
9-11 Particle Beam
12-18 Aft Struct
19-20 PRIMARY Hit

PRIMARY HITS
1-7 Primary Struct
8-9: Sensors
10-12: Hangar
13-15: Jump Engine
16-17: Interceptor
18: Engine
19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

6 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 Pulse Cannon
- Laser/Pulse Array
- Interceptor

Laser/Pulse Array
This weapon can fire as either a medium laser or medium pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

Medium Laser Cannon
Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns