



## EA Discovery Survey Ship (Alpha Model)

SPECS	MANEUVERING												COMBAT STATS	
Class: Enormous Unit	Turn Cost: 1/2 x Speed												Fwd/Aft Defense: 18 (15)	
In Service: 2169	Turn Delay: 3 x Speed												Stb/Port Defense: 20 (17)	
Point Value:	Accel/Decel Cost: 8 Thrust												Engine Efficiency: 5/1	
Ramming Factor:	Pivot Cost: N/A												Extra Power: 0	
Jump Delay: 24 Turns	Roll Cost: 8+8 Thrust												Initiative Penalty: -6	
Speed	1	2	3	4	5	6	7	8	9	10	11	12		
Turn Cost	2	5	7	10	12	15	17	20	22	25	27	30		
Turn Delay	3	6	9	12	15	18	21	24	27	30	33	36		



WEAPON DATA
Light Laser Cannon
Class: Laser
Modes: Raking
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Light Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 2d10+2 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
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

FORWARBITS
1-4Retro Thrust
5-6Light Plasma Cannon
7: Light Laser Cannon
8-9Interceptor
10-18: Forward Struct
19-20PRIMARY Hit
SIDE HITS
1-4Port/Stb Thrust
5-7: Light Plasma Cannon
8: Light Laser Cannon
9-12Interceptor
13-18Port/Stb Struct
19-20PRIMARY Hit
AFT HITS
1-6Main Thrust
7-8Interceptor
9: Light Laser Cannon
10-18Aft Struct
19-20PRIMARY Hit
PRIMARY HITS
1-6: Primary Struct
7-8: Cargo A
9-10: Cargo B
11: Jump Engine
12-13:Sensors
14-15:Engine
16-17:Hangar
18-19:Reactor
20:C & C

**SPECIAL NOTES**  
Unique Class (six ships)

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

