EA Liberator Assault Cruiser (Alpha 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: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 20 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

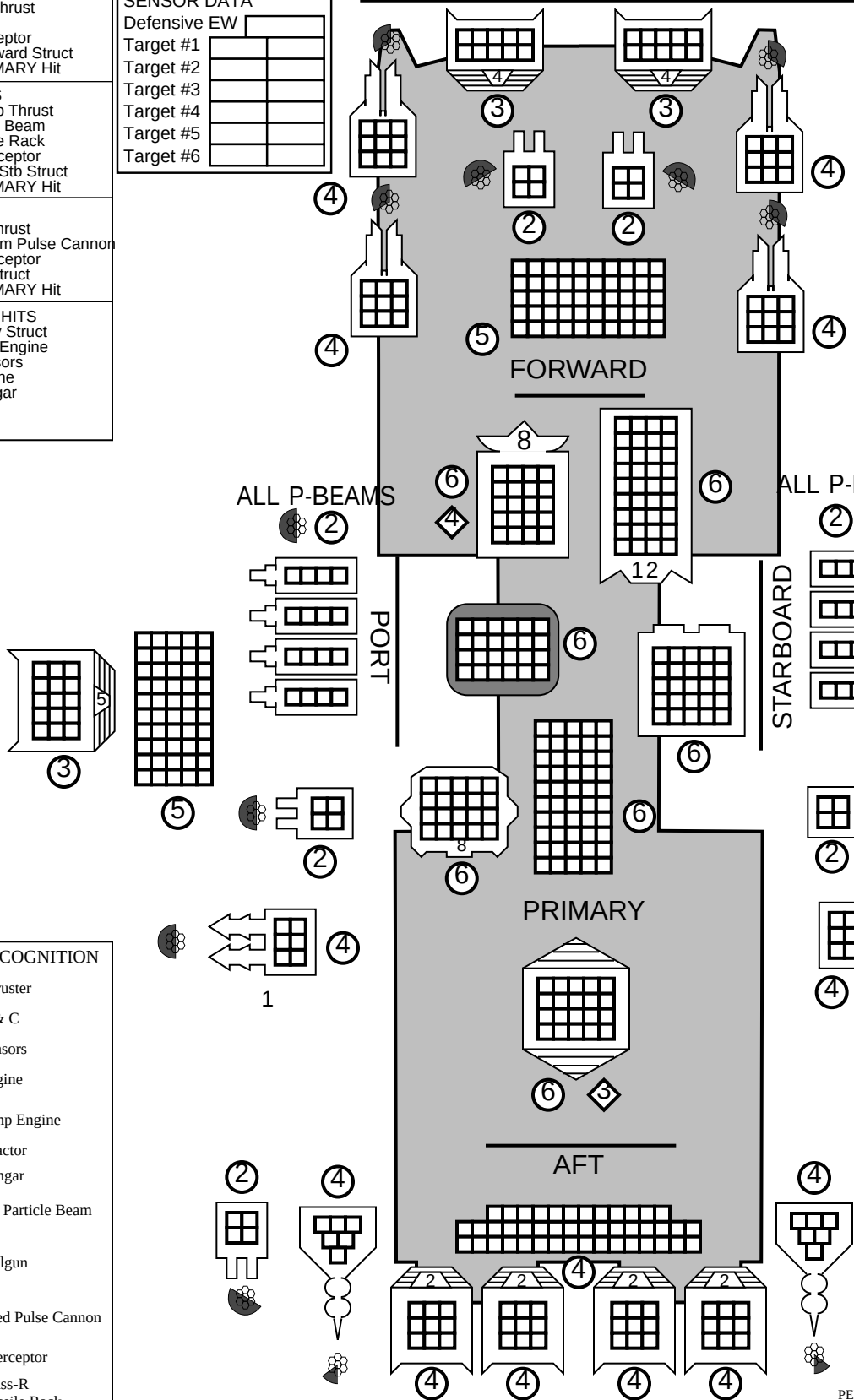
FORWARD HITS
1-3: Retro Thrust
4-8: Railgun
9-11: Interceptor
12-18: Forward Struct
19-20: PRIMARY Hit

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

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

PRIMARY HITS
1-8: Primary Struct
9-10: Jump Engine
11-14: 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



WEAPON DATA

Railgun
Class: Matter
Modes: Standard
Damage: 3d10+3
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/-3
Intercept Rating: n/a
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

Class-R Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per turn
Special: Suffers magazine criticals on a 19 or 20.

HANGAR
6 Fighters
12 Breaching Pods
12 Assault Shuttles
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

MISSILES
Rack #1
Rack #2

ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Std Particle Beam
- Railgun
- Med Pulse Cannon
- Interceptor
- Class-R Missile Rack

TM & © 3000 WARNER BROS.
PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE