

EA Magnum Heavy Lifter (4)

SPECS	MANEUVERING	COMBAT STATS
Class: Lt Combat Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 10(7)
In Svc: 2219	Turn Delay: 1/4 Speed	Stb/Port Defense: 10(7)
Point Value:	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor:	Pivot Cost: 1 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 1 Thrust	Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 2 3 3 3 3	
Turn Delay	1 1 1 1 2 2 2 2 3 3 3 3	

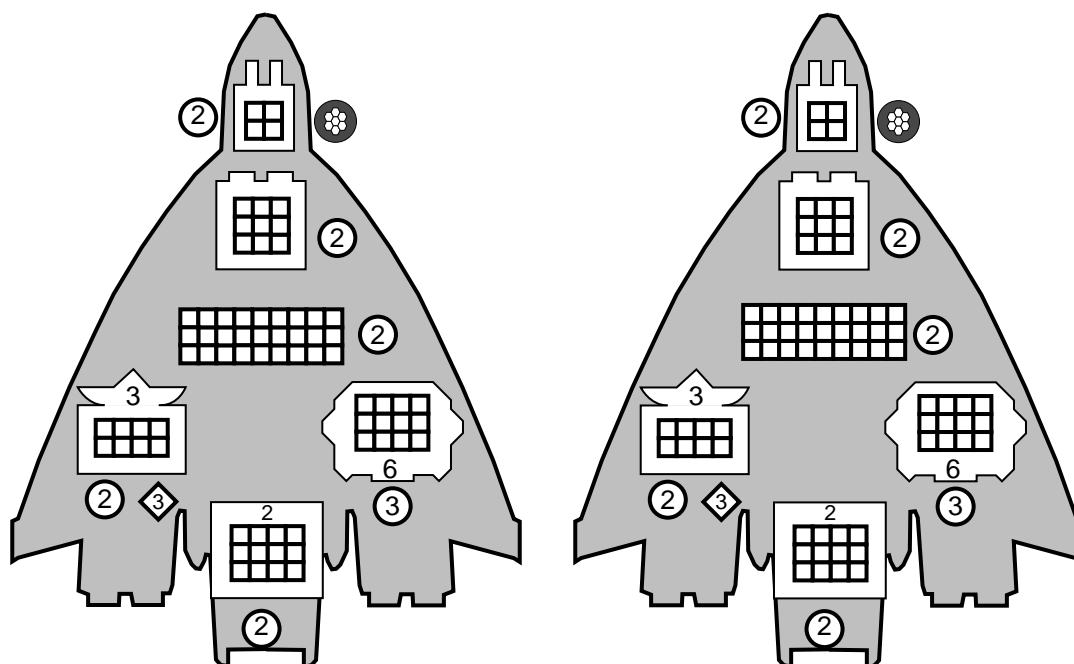
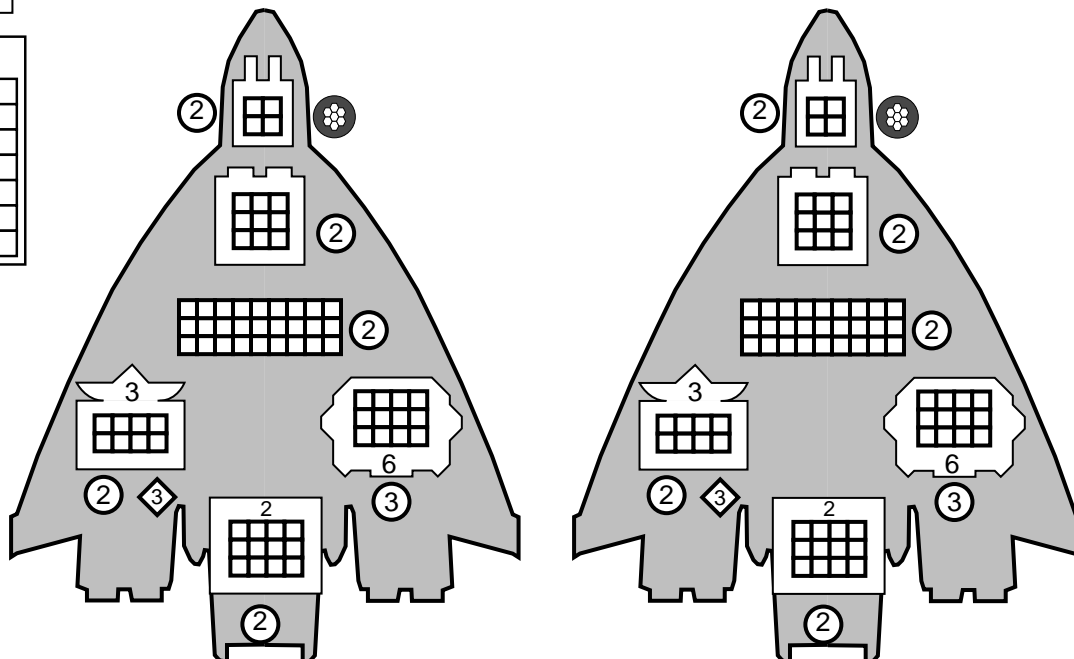
WEAPON DATA
Interceptor Mk-I
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: --/+6
Range Penalty: -2 per hex

HIT LOCATIONS
 1-10: Structure
 11-12: Interceptor
 13-15: Cargo
 16-17: Drive
 18-19: Reactor
 20: Control

SPECIAL NOTES
 Agile Ship
 Atmospheric Capable

SENSOR DATA

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



ICON RECOGNITION

- Control
- C & C
- Drive
- Reactor
- Cargo
- Interceptor