



EA Minsk Heavy Carrier (Beta Model)

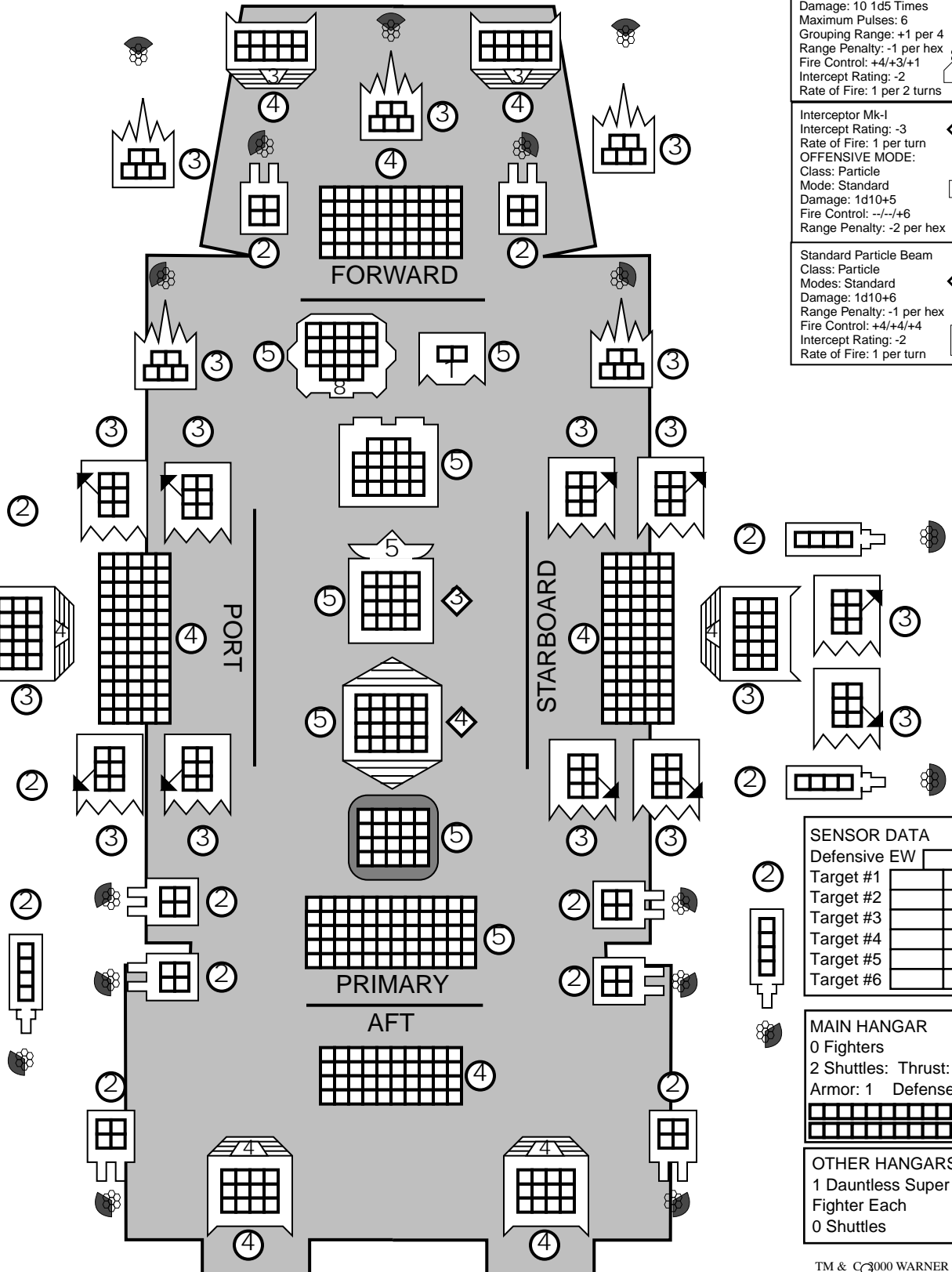


SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost 5/4 Speed	Fwd/Aft Defense: 14 (11)
In Service: 2218	Turn Delay: 1 x Speed	Stb/Port Defense: 18 (15)
Point Value:	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 24 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 3 4 5 6 7 8 9 10 11 12 13 14 15	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

FORWARBITS 1-4 Retro Thrust 5-7 Plasma Cannon 8-10 Interceptor 11-18: Forward Struct 19-20 PRIMARY Hit
SIDE HITS 1-3 Port/Stb Thrust 4 Plasma Cannon 5: Std Particle Beam 6-7 Interceptor 8-11 Catapult 12-18 Port/Stb Struct 19-20 PRIMARY Hit
AFT HITS 1-6 Main Thrust 7-10 Interceptor 11-18 Aft Struct 19-20 PRIMARY Hit
PRIMARY HITS 1-10 Primary Struct 11-12 Jump Engine 13-14 Sensors 15-16 Engine 17 Primary Hangar 18-19 Reactor 20 C & C

WEAPON DATA
Med. Plasma Cannon Class: Plasma Modes: Standard Dmg: 3d10+4 (-1 per 2 hexes) Range Penalty: -1 per hex Fire Control: +3/+1/-5 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
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
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

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Pulse Cannon
Std Particle Beam
Plasma Cannon
Interceptor



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

MAIN HANGAR
0 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

OTHER HANGARS
1 Dauntless Super Heavy
Fighter Each
0 Shuttles