



EA Psi Class Battle Destroyer (Alpha Model)

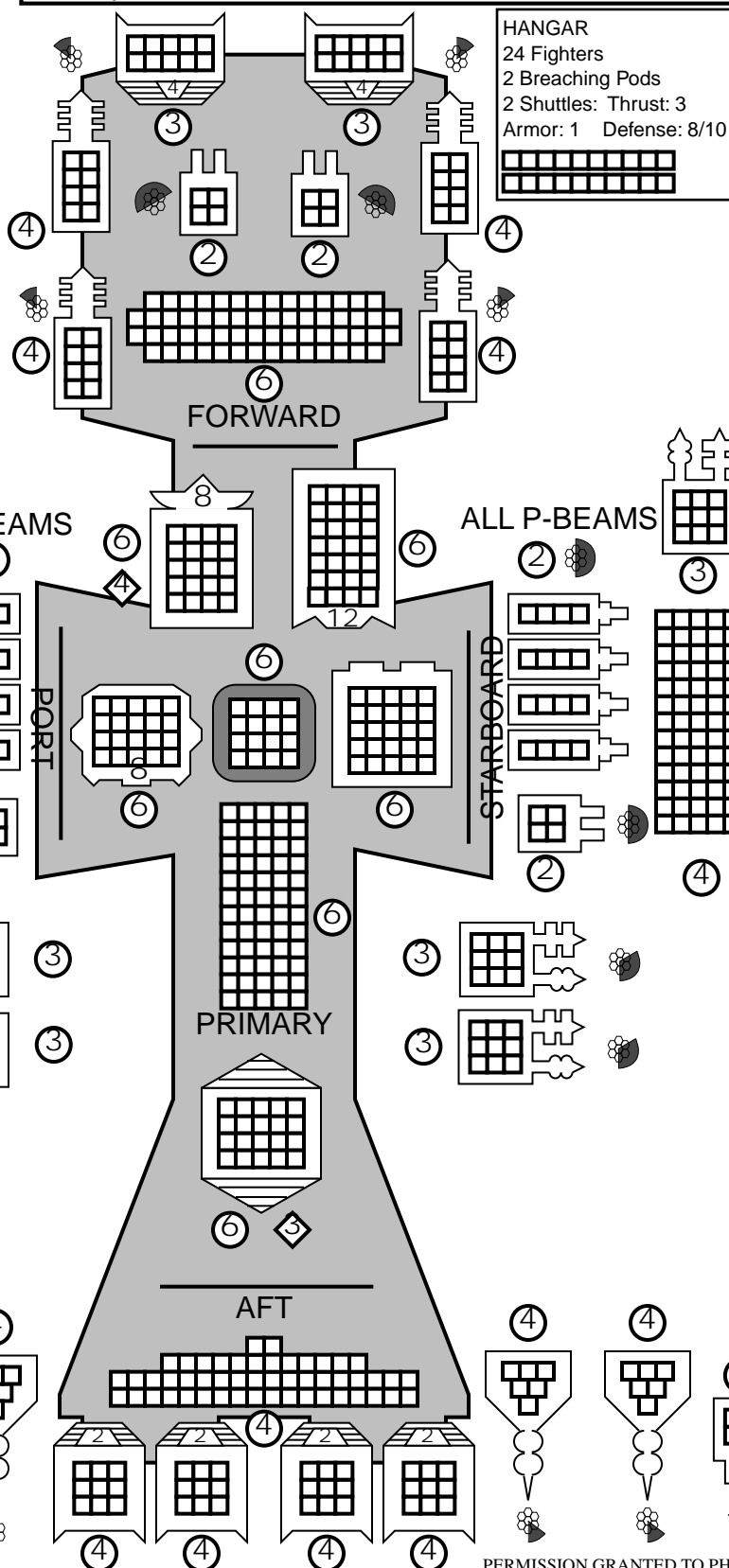


SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 16 (12)
In Service: 2262	Turn Delay: 1 x Speed	Stb/Port Defense: 17 (13)
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 380	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 20 Turns	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	

WEAPON DATA	
Heavy Laser Cannon	
Class: Laser	
Modes: R, S	
Damage: 4d10+20	
Range Penalty: -1 per 3 hexes	
Fire Control: +3/+2/-4	
Intercept Rating: n/a	
Rate of Fire: 1 per 4 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 HITS
1-3: Retro Thrust
4-8: Heavy Laser Cannon
9-11: Interceptor
12-18: Forward Struct
19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust
5-7: Particle Beam
8-9: Laser/Pulse Array
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	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Std Particle Beam
	Heavy Laser Cannon
	Med Pulse Cannon
	Interceptor
	Laser/Pulse Array

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	

EA BREACHING POD	
Cost: 40	Defense: 10/10
Thrust: 6	Offense: 0
Armor: 3	Initiative: +9
No Weapons	