



## EA Repulse Battlecruiser (Alpha Model)



### SPECS

Class: Capital Ship  
In Service: 2252  
Point Value:  
Ramming Factor: 380  
Jump Delay: 20 Turns

### MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

### COMBAT STATS

Fwd/Aft Defense: 15 (11)  
Stb/Port Defense: 17 (13)  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +0

### 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

Heavy Pulse Cannon  
Class: Particle  
Mode: Pulse  
Damage: 15 1d5 Times  
Maximum Pulses: 6  
Grouping Range: +1 per 4  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/-1  
Intercept Rating: -1  
Rate of Fire: 1 per 3 turns

Interceptor Mk-II  
Intercept Rating: -4  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Particle  
Mode: Standard  
Damage: 1d10+8  
Fire Control: -/-/+3/-1  
Range Penalty: -2 per hex

Class-LH Missile Rack  
Class: Ballistic  
Missiles: 20  
Range Penalty: None (+10)  
Fire Control: +4/+4/+4  
Rate of Fire: 1 per turn

Class-L Missile Rack  
Class: Ballistic  
Missiles: 20  
Range Penalty: None (+10)  
Fire Control: +3/+3/+3  
Rate of Fire: 1 per 2 turns

Twin Plasma Cannon  
Class: Plasma  
Modes: Standard  
Dmg: 3d10 (-1 per 2 hexes)  
Range Penalty: -1 per hex  
Fire Control: +5/+4/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### MISSILES

| LH Rack     | Stbd L Rack | Port L Rack |
|-------------|-------------|-------------|
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**FORWARD HITS**  
1-3: Retro Thrust  
4-5: LH Rack  
6-8: Heavy Laser  
9-10: Catapult  
11-12: Interceptor  
13-18: Forward Struct  
19-20: PRIMARY Hit

**SIDE HITS**  
1-4: Port/Stb Thrust  
5-6: L Rack  
6-8: Twin Plasma Cannon  
9-11: Particle Beam  
12: Interceptor  
13-18: Port/Stb Struct  
19-20: PRIMARY Hit

**AFT HITS**  
1-5: Main Thrust  
6-7: Heavy Laser  
8-9: Heavy Pulse  
10-12: 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 |  |  |

| 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 |

### HANGAR

36 Fighters  
2 SAG-8 Warthogs  
(On Catapults)  
2 Shuttles: Thrust: 3  
Armor: 1 Defense: 8/10

### ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Catapult
- Std Particle Beam
- Heavy Laser Cannon
- Heavy Pulse Cannon
- Twin Plasma Cannon
- Interceptor
- Class-LH Missile Rack
- Class-L Missile Rack

