



EA Theta Heavy Destroyer (Alpha Model)



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 16 (12)
In Service: 2258	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: 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	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

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

Medium Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per 4 hexes
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

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

Hvy Laser/Pulse Array
This weapon can fire as either a heavy laser or heavy pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

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: +4/+3/-1
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

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

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

FORWARBITS
1-3Retro Thrust
4-7Laser/Pulse Array
8-10Interceptor
11-18: Forward Struct
19-20PRIMARY Hit

SIDE HITS
1-4Port/Stb Thrust
5-7Laser/Pulse Array
8: Hvy Laser/Pulse Array
9-11: Missile Rack
12-18:Port/Stb Struct
19-20PRIMARY Hit

AFT HITS
1-6Main Thrust
7-9:Pulse Cannon
10-11: Interceptor
12-18:Aft Struct
19-20PRIMARY Hit

PRIMARY HITS
1-8Primary Struct
9-10:Jump Engine
11-12:Sensors
13: AEGIS Pod
14-15:Engine
16-17:Hangar
18-19:Reactor
20:C & C

SPECIAL NOTES
Restricted Deployment (10%)

SENSOR DATA

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

Class-A Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +0/+0/+4
Rate of Fire: 1 per turn (antifighter missiles only)

Antifighter Missile A
Mode: Standard
Damage: 15
Max Range: 15 hexes
Fire Control: +0/+0/+3
Intercept Rating: n/a

Aegis Sensor Pod
Provides displayed amount of bonus CCEW each turn (no other EW types can be used). These pods cannot be improved, nor can their sensor values be increased. Cannot combine with any other EW or sensor pods.

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Laser/Pulse Array
- Interceptor
- Class-LH Missile Rack
- Aegis Sensor Pod
- Class-A Missile Rack
- Heavy Laser/Pulse Array
- Med Pulse Cannon

