

EA Ushakov Missile Battleship (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: 19 (15)
Point Value:	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 3+3 Thrust	Extra Power: +0
Jump Delay: 16 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
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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 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
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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

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
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FORWARD HITS
1-4: Retro Thrust
5-6: Class LH Missile Rack
7-8: Class L Missile rack
9-10: Laser/Pulse Array
11-13: Interceptor
14-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-4: Port/Stb Thrust
5-6: Class LH Missile Rack
7-8: Class L Missile Rack
9-11: Std Particle Beam
12: Interceptor
13-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Laser/Pulse Array
9-10: Class L Missile Rack
11: Class LH Missile Rack
12-13: Interceptor
14-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-10: Primary Struct
11-12: Jump Drive
13-14: 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

HANGAR
12 Fighters (usually T-bolts)
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

ALL P-BEAMS

ALL P-BEAMS

ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Laser/Pulse Array
Class-LH Missile Rack
Class-L Missile Rack
Std Particle Beam
Interceptor

MISSILES Remaining
Rack #1 Rack #2 Rack #3 Rack #4
Rack #5 Rack #6 Rack #7 Rack #8
Rack #9 Rack #10 Rack #11 Rack #12
Rack #13 Rack #14 Rack #15
Rack #16 Reload Rack

Class-LH Missile Rack Class: Ballistic Missiles: 20 Range Penalty: None (+10) Fire Control: +4/+4/+4 Rate of Fire: 1 per turn
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Class-L Missile Rack Class: Ballistic Missiles: 20 Range Penalty: None (+10) Fire Control: +3/+3/+3 Rate of Fire: 1 per 2 turns
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