



EA Warlord Advanced Heavy Dreadnought (Alpha Model)



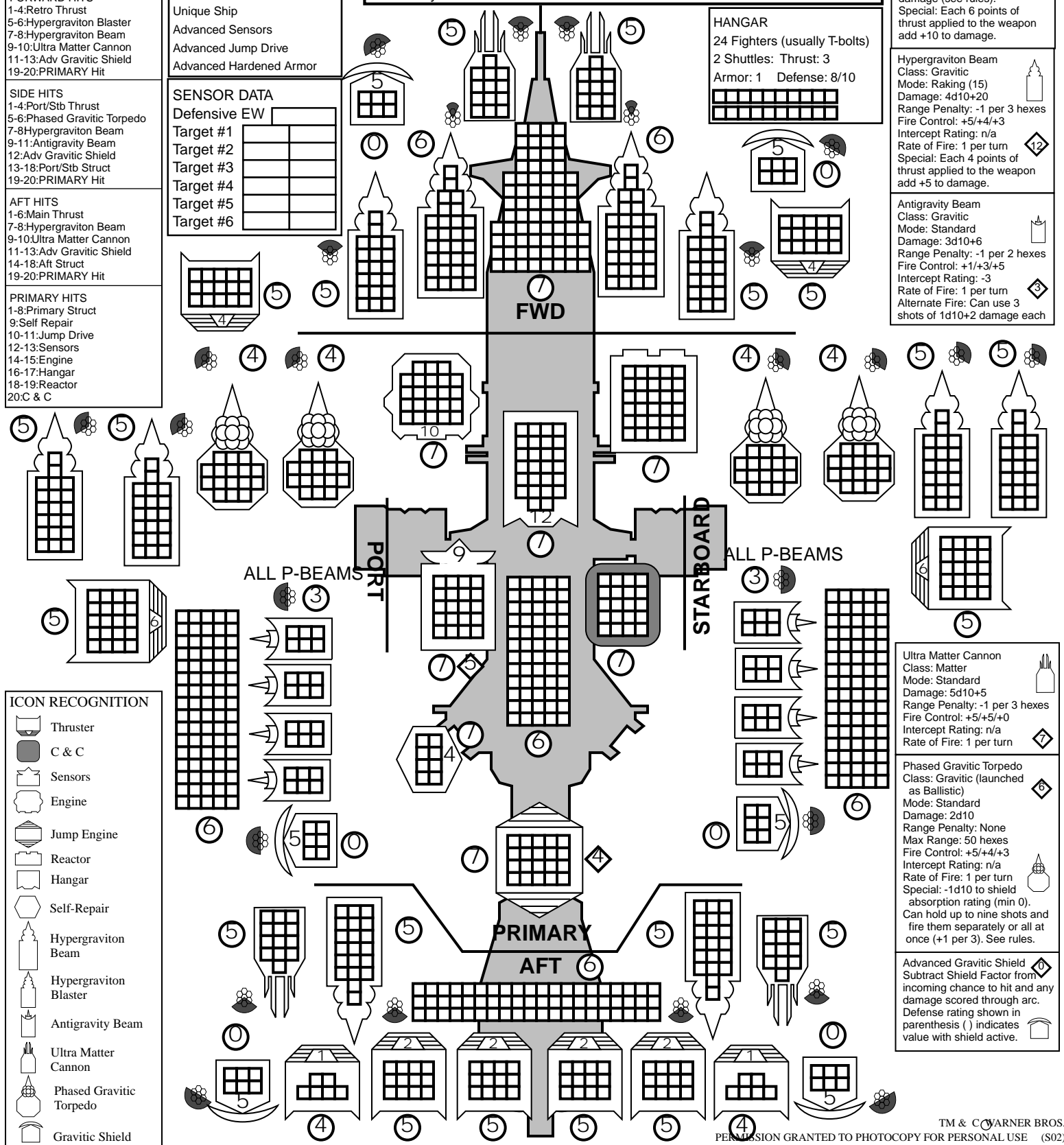
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 15 (10)
In Service: 2266	Turn Delay: 1 x Speed	Stb/Port Defense: 19 (14)
Point Value: 6000	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 3+3 Thrust	Extra Power: +0
Jump Delay: 8 Turns	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
Hypergraviton Blaster Class: Gravitic Mode: Raking (20) Damage: 5d10+40 2 turns arming: 10d10+80 Range Penalty: -1 per 4 hexes Fire Control: +6/+6/+6 Intercept Rating: n/a Rate of Fire: 1 per turn Alternate Fire: Can transfer damage (see rules). Special: Each 6 points of thrust applied to the weapon add +10 to damage.
Hypergraviton Beam Class: Gravitic Mode: Raking (15) Damage: 4d10+20 Range Penalty: -1 per 3 hexes Fire Control: +5/+4/+3 Intercept Rating: n/a Rate of Fire: 1 per turn Special: Each 4 points of thrust applied to the weapon add +5 to damage.
Antigravity Beam Class: Gravitic Mode: Standard Damage: 3d10+6 Range Penalty: -1 per 2 hexes Fire Control: +1/+3/+5 Intercept Rating: -3 Rate of Fire: 1 per turn Alternate Fire: Can use 3 shots of 1d10+2 damage each

FORWARD HITS
1-4: Retro Thrust
5-6: Hypergraviton Blaster
7-8: Hypergraviton Beam
9-10: Ultra Matter Cannon
11-13: Adv Gravitic Shield
19-20: PRIMARY Hit
SIDE HITS
1-4: Port/Stb Thrust
5-6: Phased Gravitic Torpedo
7-8: Hypergraviton Beam
9-11: Antigravity Beam
12: Adv Gravitic Shield
13-18: Port/Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-8: Hypergraviton Beam
9-10: Ultra Matter Cannon
11-13: Adv Gravitic Shield
14-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-8: Primary Struct
9: Self Repair
10-11: Jump Drive
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Unique Ship
Advanced Sensors
Advanced Jump Drive
Advanced Hardened Armor
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

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



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Self-Repair
Hypergraviton Beam
Hypergraviton Blaster
Antigravity Beam
Ultra Matter Cannon
Phased Gravitic Torpedo
Gravitic Shield

Ultra Matter Cannon Class: Matter Mode: Standard Damage: 5d10+5 Range Penalty: -1 per 3 hexes Fire Control: +5/+5/+0 Intercept Rating: n/a Rate of Fire: 1 per turn
Phased Gravitic Torpedo Class: Gravitic (launched as Ballistic) Mode: Standard Damage: 2d10 Range Penalty: None Max Range: 50 hexes Fire Control: +5/+4/+3 Intercept Rating: n/a Rate of Fire: 1 per turn Special: -1d10 to shield absorption rating (min 0). Can hold up to nine shots and fire them separately or all at once (+1 per 3). See rules.
Advanced Gravitic Shield Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active.