









EA Apollo Bombardment Cruiser (Alpha Model)

SPECS		MANEUVERING						COMBAT STATS					
Class: Capital Ship		Turn Cost: 4/3 Speed						Fwd/Aft Defense: 16 (12)					
In Service: 2264		Turn Delay: 4/3 Speed						Stb/Port Defense: 17 (13)					
Point Value: 900		Accel/Decel Cost: 4 Thrust						Engine Efficiency: 3/1					
Ramming Factor: 280		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	2	3	4	6	7	8	10	11	12	14	15	16	
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16	

WEAPON DATA	
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	
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	

<p>FORWARD HITS</p> <p>1-6: Retro Thrust 7-8: Class-L Missile Rack 9-11: Interceptor 12-18: Forward Struct 19-20: PRIMARY Hit</p>	<p>SIDE HITS</p> <p>1-4: Port/Stb Thrust 5-6: Class-LH Missile Rack 7-8: Class-L Missile Rack 9-10: Sid Particle Beam 11-12: Interceptor 13-18: Port/Stb Struct 19-20: PRIMARY Hit</p>
<p>AFT HITS</p> <p>1-6: Main Thrust 7-8: Class-L Missile Rack 9-11: Interceptor 12-18: Aft Struct 19-20: PRIMARY Hit</p>	<p>PRIMARY HITS</p> <p>1-8: Primary Struct 9-10: Reload Rack 11-12: Jump Engine 13-14: Sensors 15-16: Engine 17: Hangar 18-19: Reactor 20: C & C</p>

SPECIAL NOTES	
Limited Deployment (33%)	
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

