

EarthForce One (Delta Model)

SPECS

Class: Capital Ship
In Service: 2251
Point Value: 350
Ramming Factor: 250
Jump Delay: 20 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 17 (13)
Stb/Port Defense: 14 (10)
Engine Efficiency: 4/1
Extra Power: +9
Initiative Bonus: +0

WEAPON DATA

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

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

6 Fighters Each
1 Presidential Shuttle Each:
1 Uni-Pulse Cannon
(as Starfury) Thrust: 4
Armor: 2 Defense: 7/9

FORWARD HITS

1-6: Retro Thrust
7-8: Interceptor
9-10: Forward C & C
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-6: Port/Stb Thrust
7-8: Std Particle Beam
9-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Interceptor
10-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10-11: Diplomatic Quarters
12: Jump Engine
13-14: Sensors
15-16: Engine
17-18: Hangar
19: Reactor
20: Primary C & C

SPECIAL NOTES

Special Deployment Rules
(One Per Fleet)

SENSOR DATA

Defensive EW

Target #1

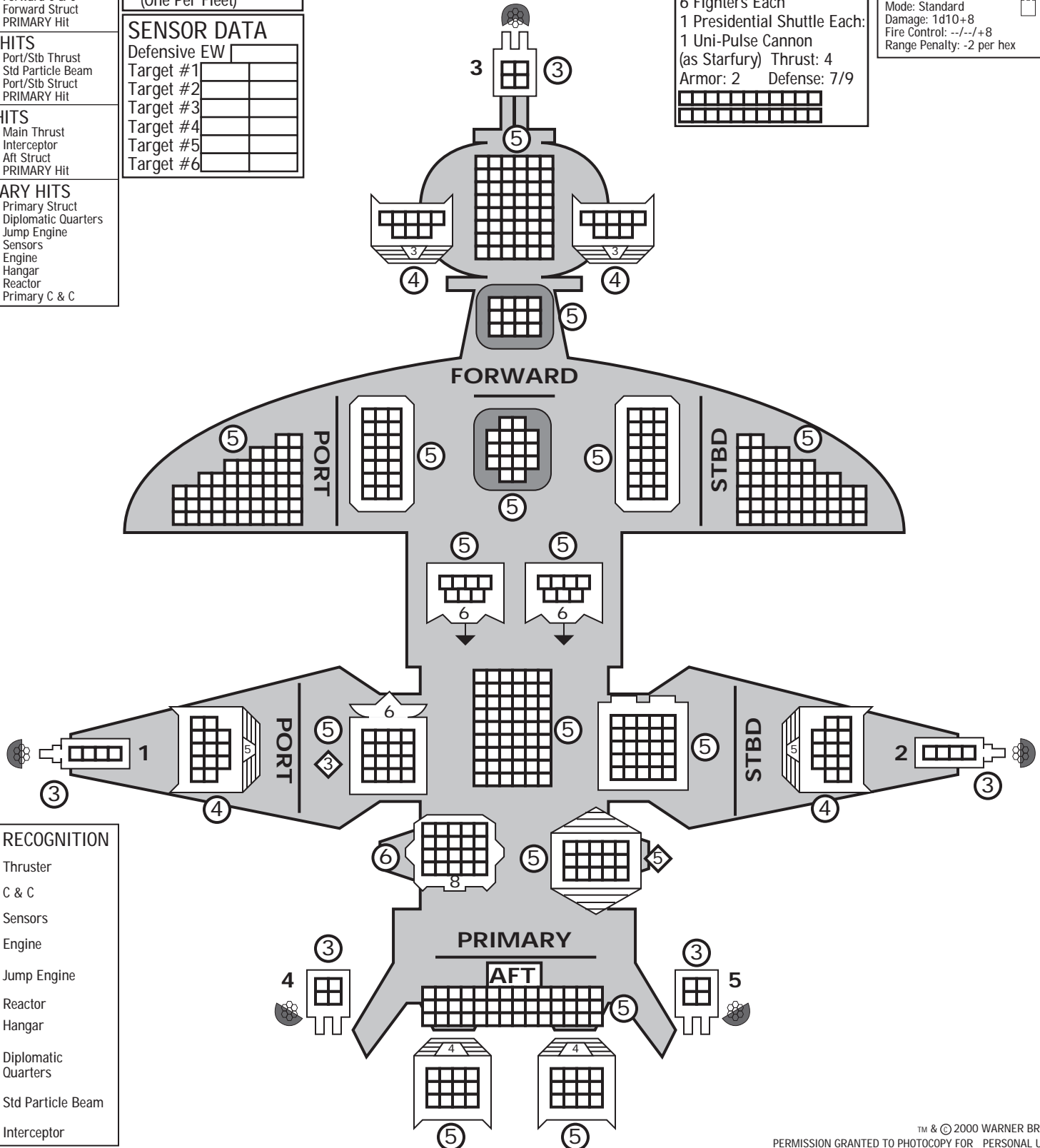
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Diplomatic Quarters
- Std Particle Beam
- Interceptor