

# Hecate Variant (Unique)

Version 1: 2E/V3

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



## EA Hecate Bolt Cruiser (Beta Model)

### SPECS

Class: Capital Ship  
In Service: 2232  
Point Value: 650  
Ramming Factor: 290  
Jump Delay: 24 Turns

### MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

### COMBAT STATS

Fwd/Aft Defense: 14 (11)  
Stb/Port Defense: 16 (13)  
Engine Efficiency: 4/1  
Extra Power: 0  
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

### HANGAR

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

### WEAPON DATA

#### Heavy Bolter

Class: Particle  
Modes: Standard  
Damage: 24  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+2/-1  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

#### Medium Bolter

Class: Particle  
Modes: Standard  
Damage: 18  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/+1  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

#### Light Bolter

Class: Particle  
Modes: Standard  
Damage: 12  
Range Penalty: -1 per hex  
Fire Control: +2/+2/+3  
Intercept Rating: -1  
Rate of Fire: 1 per turn

#### 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-I

Intercept Rating: -3  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Particle  
Mode: Standard  
Damage: 1d10+5  
Fire Control: --/+4/+6  
Range Penalty: -2 per hex

### FORWARD HITS

1-4: Retro Thrust  
5-8: Medium Bolter  
9-12: Interceptor  
13-18: Forward Struct  
19-20: PRIMARY Hit

### SIDE HITS

1-4: Port/Stb Thrust  
5-9: Heavy Bolter  
10-11: Light Bolter  
12-18: Port/Stb Struct  
19-20: PRIMARY Hit

### AFT HITS

1-6: Main Thrust  
7-10: Jump Drive  
11-13: Interceptor  
14-18: Aft Struct  
19-20: PRIMARY Hit

### PRIMARY HITS

1-11: Primary Struct  
12-13: Std Particle Beam  
14-15: Sensors  
16-17: Engine  
18: Hangar  
19: Reactor  
20: C & C

### SPECIAL NOTES

Unique Ship

### SENSOR DATA

Defensive EW

Target #1

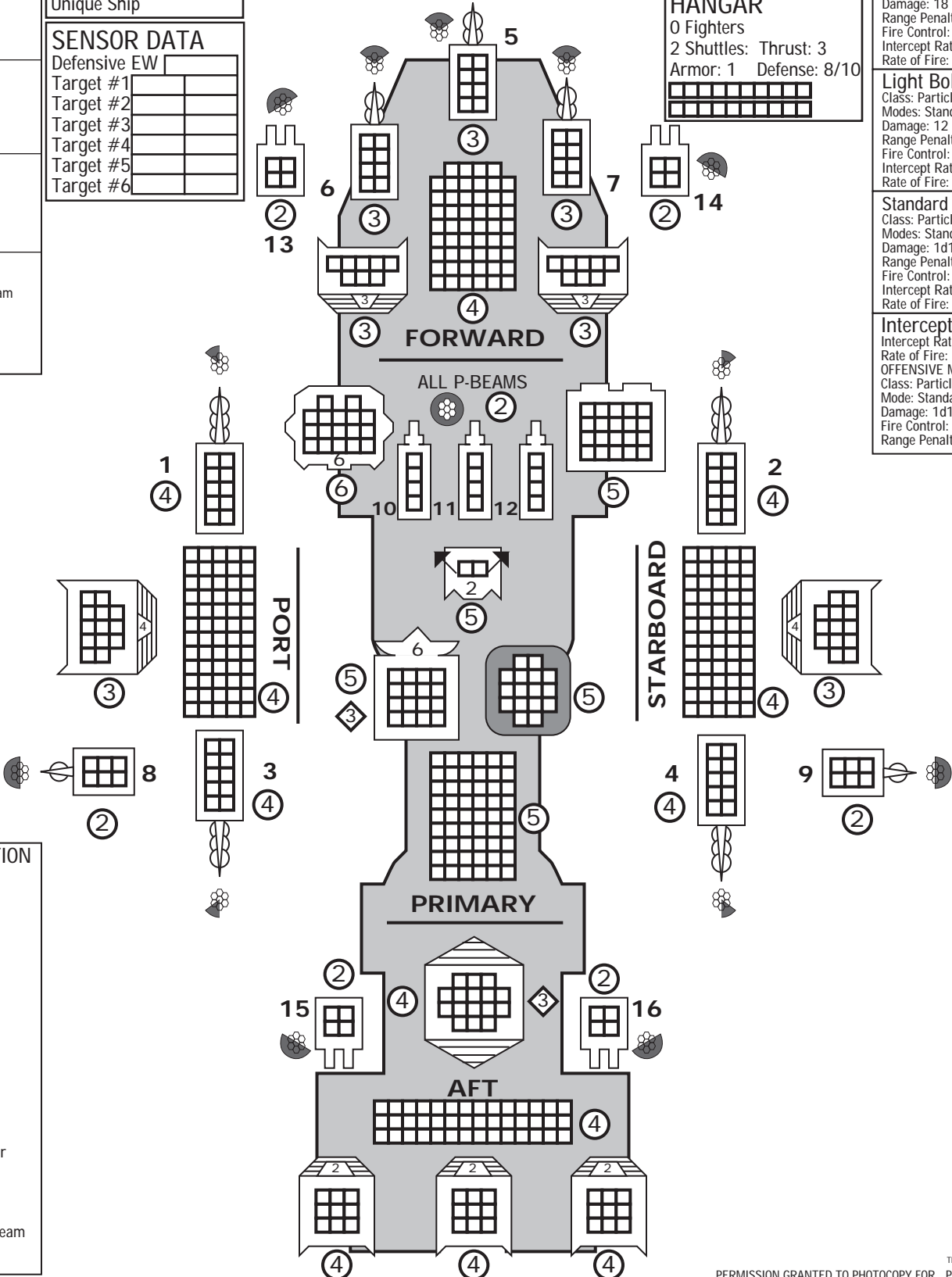
Target #2

Target #3

Target #4

Target #5

Target #6



### ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Heavy Bolter
- Medium Bolter
- Light Bolter
- Std Particle Beam
- Interceptor