

EA Explorer Survey Ship (Alpha Model)

SPECS

Class: Enormous Unit
In Service: 2253
Point Value: 1000
Ramming Factor: 720
Jump Delay: 20 Turns

MANEUVERING

Turn Cost: 2 x Speed
Turn Delay: 2 x Speed
Accel/Decel Cost: 8 Thrust
Pivot Cost: N/A
Roll Cost: 4+6 Thrust

COMBAT STATS

Fwd/Aft Defense: 18 (15)
Stb/Port Defense: 20 (17)
Engine Efficiency: 3/1
Extra Power: 0
Initiative Penalty: -4

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24
Turn Delay	2	4	6	8	10	12	14	16	18	20	22	24

WEAPON DATA

Heavy Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 15 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/-1
Intercept Rating: -1
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-I
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: --/-/+6
Range Penalty: -2 per hex

FORWARD HITS

1-4: Retro Thrust
5-6: Heavy Pulse Cannon
7-9: Interceptor
10-16: Forward Strut
17-18: Fwd Connection Strut
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-8: Particle Beam
9-12: Interceptor
13-16: Port/Stb Strut
17-18: Port/Stb Conn. Strut
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Interceptor
10-16: Aft Strut
17-18: Aft Connection Strut
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Strut
7-8: Cargo A
9-10: Cargo B
11: Jump Engine
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

ELINT Ship
Restricted Deployment (10%)
Connection Strut hits
score double damage
to appropriate structure

SENSOR DATA

Defensive EW

Target #1

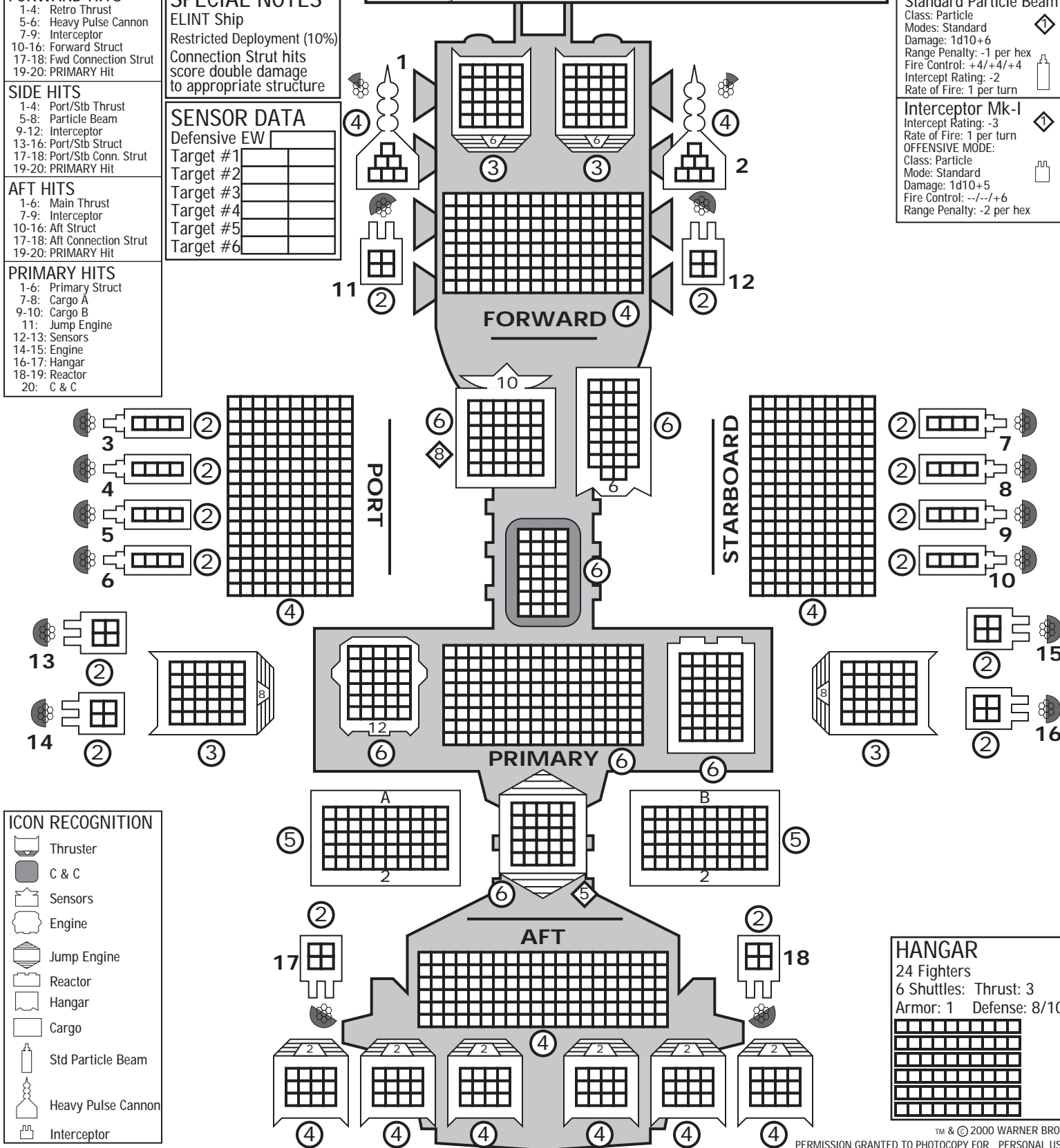
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Cargo
- Std Particle Beam
- Heavy Pulse Cannon
- Interceptor

HANGAR

24 Fighters
6 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

