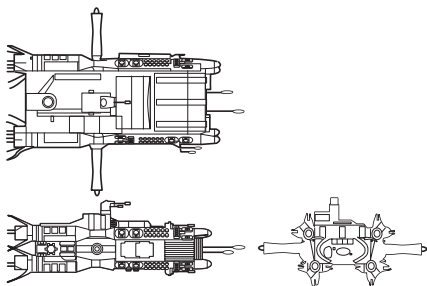


Version 1: 2E/Babcom

Counter:






(Epsilon Model)

SPECS		MANEUVERING						COMBAT STATS					
Class: Hvy Combat Vsl		Turn Cost 2/3 Speed						Fwd/Aft Defense: 15 (12)					
In Service: 2255		Turn Delay: 1 x Speed						Stb/Port Defense: 15 (12)					
Point Value: 650		Accel/Decel Cost: 2 Thrust						Engine Efficiency: 2/1					
Ramming Factor: 150		Pivot Cost: 2+2 Thrust						Extra Power: 0					
Jump Delay: N/A		Roll Cost: 2+2 Thrust						Initiative Bonus: +6					
Speed	1	2	3	4	5	6	7	8	9	10	11	12	
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8	
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12	

Railgun

Class: Matter
Modes: Standard
Damage: 3d10+3
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

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 

Class: Particle

Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

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

1-3: Retro Thrust
4-5: Hvy Pulse Cannon
6-7: Railgun
8-9: Interceptor
10-18: Forward Struct
19-20: PRIMARY Hit

1-6: Main Thrust
7-8: Pulse Cannon
9-10: Railgun
11-12: Interceptor
13-18: Aft Struct
19-20: PRIMARY Hit

1-8: Primary Structure
9-11: Port/Stb Thrust
12-13: Sensors
14-15: Engine
16: Hangar
17-19: Reactor
20: C & C

SPECIAL RULE: On any hit scored on the port side, a natural roll of "20" is scored on the C&C.

Defensive EW

Target #1

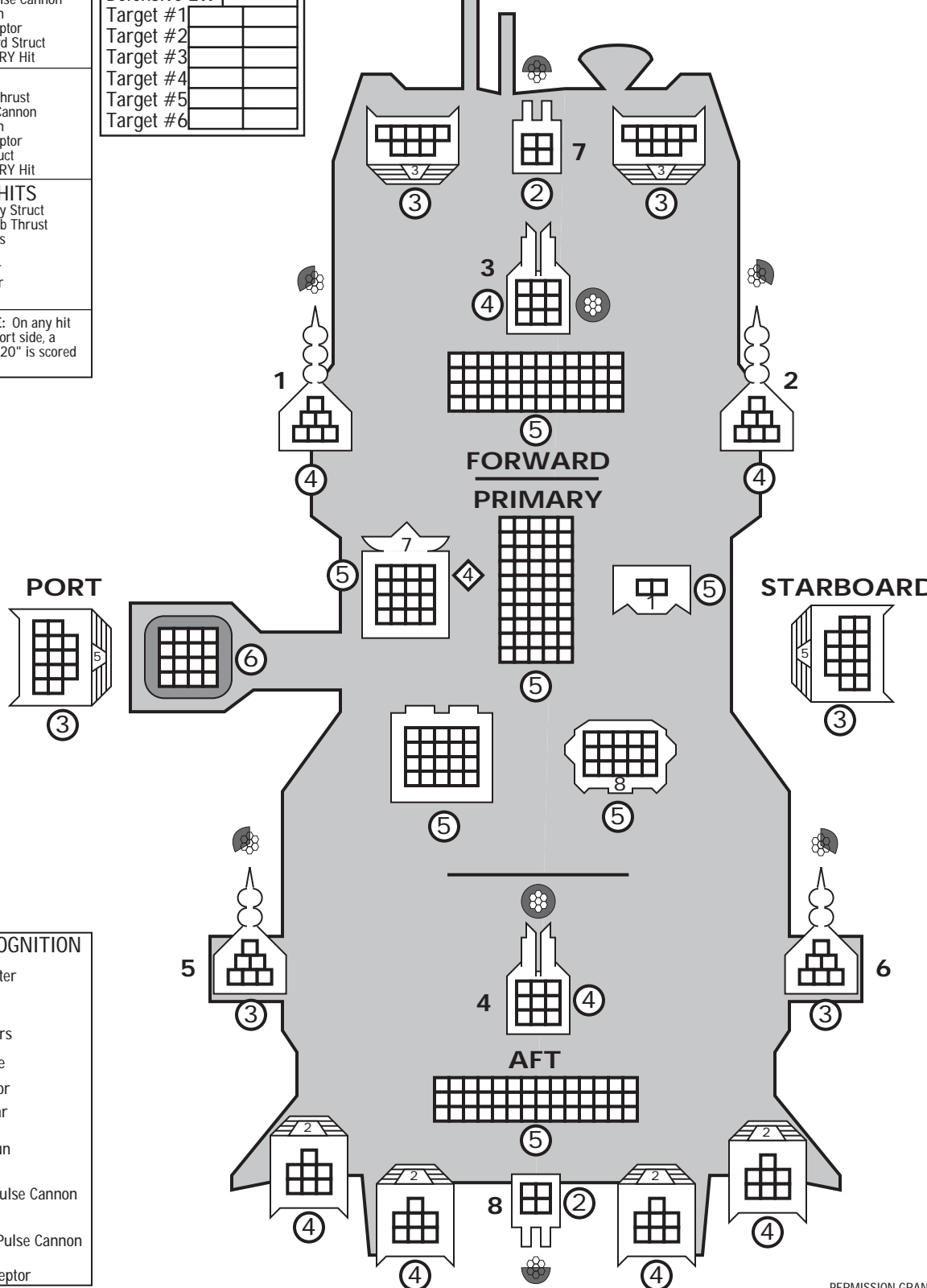
Target #2

Target #3

Target #4

Target #5

Target #6



0 Fighters

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



Thruster



Sensors



Engine



Reactor
Hopper



Railgun



Hvy Pulse Cannon



Med. Pulse Cannon



Interceptor