EARTH ALLIANCE RAGNAROK

SPECS		MANEUVER		DEFENSE	
CLASS:	CAPITAL SHIP	TURN COST	4/3 x SPEED	FWD/AFT	18 (14)
IN SERVICE	2261	TURN DELAY	1 x SPEED	STBRD/PORT	20 (16)
POINT VALUE	2400	ACCEL/DECCEL	6	ENGINE EFF.	6/1
RAM FACTOR	690	PIVOT COST	4 + 3	EXTRA POWER	+6
JUMP DELAY	20 TURNS	ROLL COST	3 + 2	INITIATIVE	0

ELECTRONIC WARFARE

DEF. ECM	
#1 I.D.____	Ew____
#2 I.D.____	Ew____
#3 I.D.____	Ew____
#4 I.D.____	Ew____
#5 I.D.____	Ew____
#6 I.D.____	Ew____
#7 I.D.____	Ew____
#8 I.D.____	Ew____

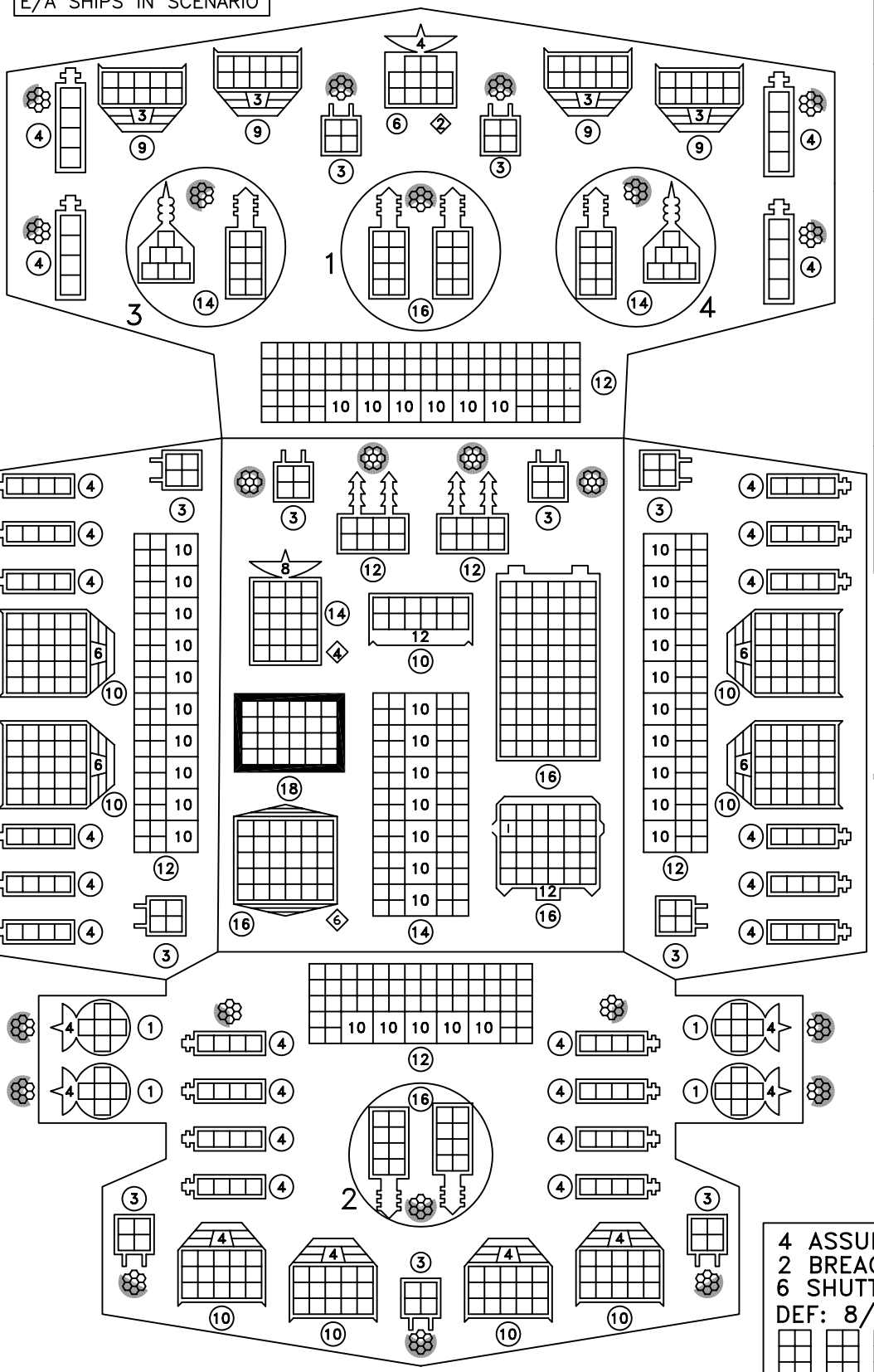
SPECIAL
LIMITED ELINT SHIP
+1 INITIATIVE TO ALL
E/A SHIPS IN SCENARIO

FOWARD HITS	
1–3	RETRO'S
4–5	TURRET 1
6–8	TURRET 2&3
9–10	SPB
11	FWD. SENSOR
12	INTERCEPTOR
13–19	STRUCTURE
20	PRIMARY

SIDE HITS	
1–4	THRUSTER
5–6	INTERCEPTOR
7–9	SPB
10–18	STRUCTURE
19–20	PRIMARY

AFT HITS	
1–5	THRUSTERS
6–7	AGIES PODS
8	INTECEPTOR
9–10	SPB
11–12	TURRET 2
13–18	STRUCTURE
19–20	PRIMARY

PRIMARY	
1–7	STRUCTURE
8	MISSILE LH
9	INTECEPTOR
10	HANGER
11	SENSOR
12–13	JUMP DRIVE
14–15	ENGINE
16–19	REACTOR
20	C&C



HEAVY LASER

MODES	R,S
DAMAGE	4D10+10
RANGE	-1 / 3 HEXS
FIRE CON.	+3/+2/-4
INTERCEPT	N/A
RECHARGE	6

HV. PULSE CANNON

MODES	STANDARD
DAMAGE	15 d5 TIMES
MAX. PULSES	6
PULSE COUNT	+1 / 4
RANGE	-1 / 2 HEX
FIRE CON.	+4/+3/-1
INTERCEPT	-1
ROF	1/3

PARTICLE BEAM

MODES	STANDARD
DAMAGE	1D10+6
RANGE	-1 / HEX
FIRE CON.	+6/+4/+4
INTERCEPT	-2
RECHARGE	1

INTERCEPTOR 2

MODES	S
DAMAGE	1D10+8
RANGE	-2 HEX
FIRE CON.	-/-/+8
INTERCEPT	-4
RECHARGE	1

LH-MISSLE RACK 0

CLASS	BALLISTIC
MISSLES	20
RANGE PENELTY	(+10)
FIRE CON.	+4/+4/+4
INTERCEPT	N/A
RATE OF FIRE	1

AGEIS SENSOR POD 3
PROVIDES DISPLAYED AMOUNT OF CCEW PER TURN. CAN NOT BE IMPROVED OR COMBINED WITH OTHER PODS OR EW.

4 ASSULT SHUTTLE
2 BREACHING POD
6 SHUTTLES THRUST 3
DEF: 8/10 ARMOR:1