

EA Crusader Assault Cruiser (Beta Model)

SPECS

Class: Capital Ship
In Service: 2242
Point Value: 700
Ramming Factor: 260
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: 17 (14)
Engine Efficiency: 3/1
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

WEAPON DATA

Heavy Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Medium Pulse Cannon

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

Light Pulse Cannon

Class: Particle
Mode: Pulse
Damage: 8 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+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

SPECIAL NOTES

Restricted Deployment (10%)

FORWARD HITS

1-4: Retro Thrust
5-6: Lt Pulse Cannon
7: Hvy Plasma Cannon
8-10: Interceptor
11-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4: Med Pulse Cannon
5: Interceptor
6-7: Lt Pulse Cannon
8-10: Hangar
11: Barracks
12-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

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

SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

MAIN HANGAR

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

FWD HANGARS

5 Assault Shuttles Each
1 Breaching Pod Each

AFT HANGARS

6 Fighters Each
0 Shuttles

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Barracks
- Hvy Plasma Cannon
- Med Pulse Cannon
- Lt Pulse Cannon
- Interceptor

EA BREACHING POD

Cost: 40 Defense: 10/10
Thrust: 6 Offense: 0
Armor: 3 Initiative: +9
No Weapons

HADES-CLASS ASSAULT SHUTTLE

Cost: 30 Defense: 8/8
Thrust: 6 Offense: +3
Armor: 2 Initiative: +9
1 Uni-Pulse Cannon
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+4
Fighter Firing Arc:

