

# EA Zeus Class Battleship (Alpha)



## SPECS

Class: Capital Ship  
In Service: 2261  
Point Value: 1300  
Ramming Factor: 420  
Jump Delay: 20

## MANEUVERING

Turn Cost: 1-1/3 x Speed  
Turn Delay: 1-1/3 x Speed  
Accel/Decel Cost: 5 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 17 (13)  
Stb/Port Defense: 19 (15)  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Penalty: 0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

## FORWARD HITS

1-2: Retro Thrust  
3-5: Heavy Laser Cannon  
6-7: Railgun  
8-9: Pulse Cannon  
10: Std Particle Beam  
11: Interceptor  
12-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
6-8: Pulse Cannon  
9-10: Std Particle Beam  
11: Interceptor  
12-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6-7: Heavy Laser Cannon  
8-9: Pulse Cannon  
10: Std Particle Beam  
11: Interceptor  
12-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Struct  
9: Std Particle Beam  
10-11: Hangar  
12-13: Sensors  
14-15: Jump Drive  
16-17: Engine  
18-19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

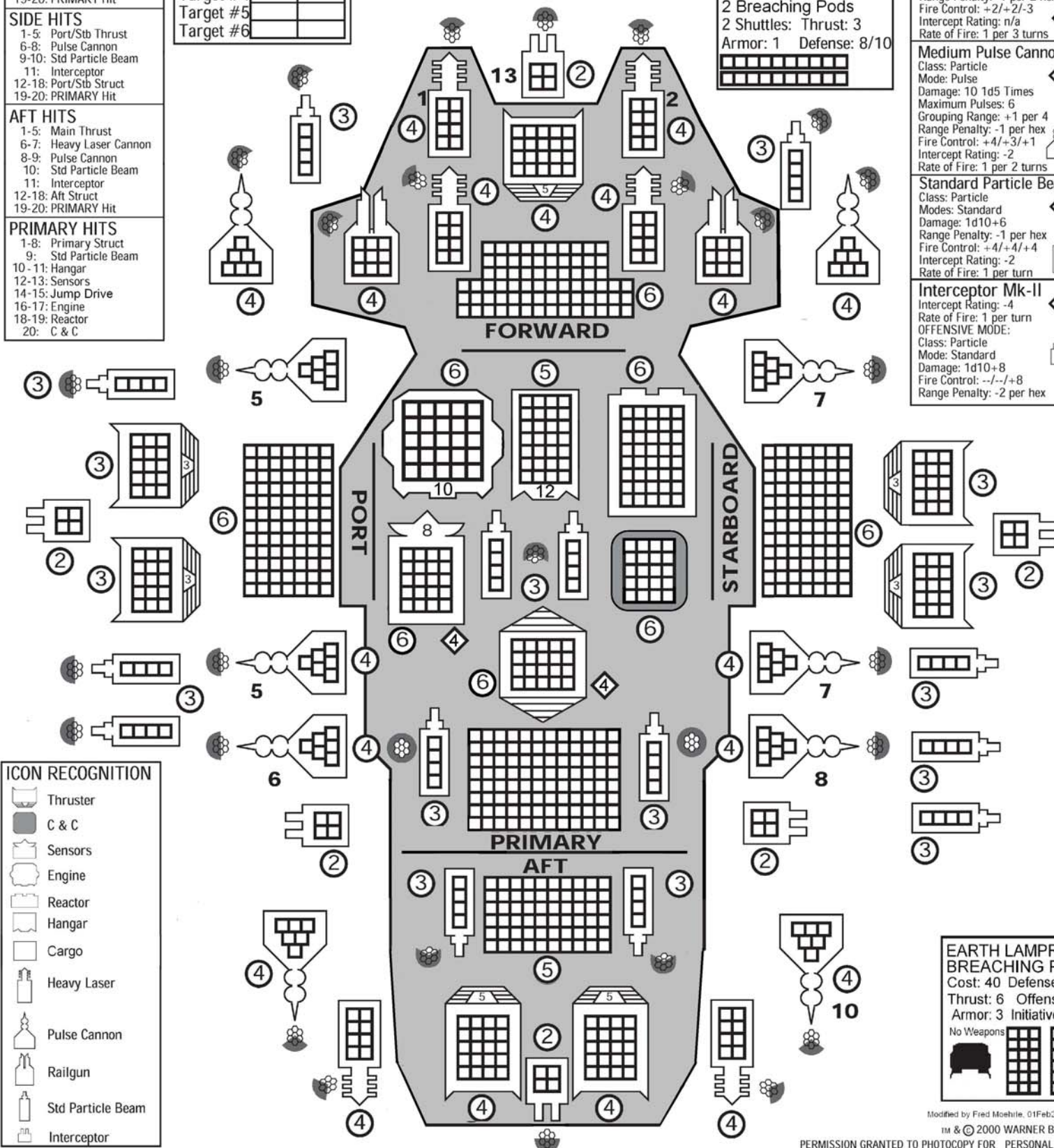
Target #4

Target #5

Target #6

## HANGAR

24 Heavy Fighters  
2 Breaching Pods  
2 Shuttles: Thrust: 3  
Armor: 1 Defense: 8/10



## ICON RECOGNITION

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

## WEAPON DATA

### Heavy Laser Cannon

Class: Laser  
Modes: R, S  
Damage: 4d10+20  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+2/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns

### 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

### 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

### 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-II

Intercept Rating: -4  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Particle  
Mode: Standard  
Damage: 1d10+8  
Fire Control: -/-/+8  
Range Penalty: -2 per hex

## EARTH LAMPREY BREACHING POD

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

