



# EA Medusa Battleship (Beta Model)

## SPECS

**Class: Capital Ship**  
**In Service: 2242**  
**Point Value: 1500**  
**Ramming Factor: 720**  
**Jump Delay: 26 Turns**

## MANEUVERING

**Turn Cost:  $3/2 \times \text{Speed}$**   
**Turn Delay:  $3/2 \times \text{Speed}$**   
**Accel/Decel Cost: 6 Thrust**  
**Pivot Cost: 4+4 Thrust**  
**Roll Cost: 4+4 Thrust**

## COMBAT STATS

**Fwd/Aft Defense: 18 (15)**  
**Stb/Port Defense: 19 (16)**  
**Engine Efficiency: 4/1**  
**Extra Power: 0**  
**Initiative Bonus: 0**

## 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

## 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-L Missile Rack

**Class:** Ballistic  
**Missiles:** 20  
**Range Penalty:** None (+10)  
**Fire Control:** +3/+3/+3  
**Rate of Fire:** 1 per 2 turns

### Medium Laser Cannon

**Class:** Laser  
**Mode:** Raking  
**Damage:** 3d10+12  
**Range Penalty:** -1 per 2 hexes  
**Fire Control:** +3/+2/-3  
**Intercept Rating:** n/a  
**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

1-3: Retro Thrust  
4-6: Heavy Pulse Cannon  
7-8: Interceptor  
9: Railgun  
10-11: L-rack  
12-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-7: Std Particle Beam  
8-9: Interceptor  
10-12: Medium Laser  
13-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

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

## PRIMARY HITS

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

## SPECIAL NOTES

**Restricted Deployment (10%)**  
**Unreliable Systems**  
**Sluggish**  
**Vulnerable to Criticals**

## SENSOR DATA

## Defensive EW

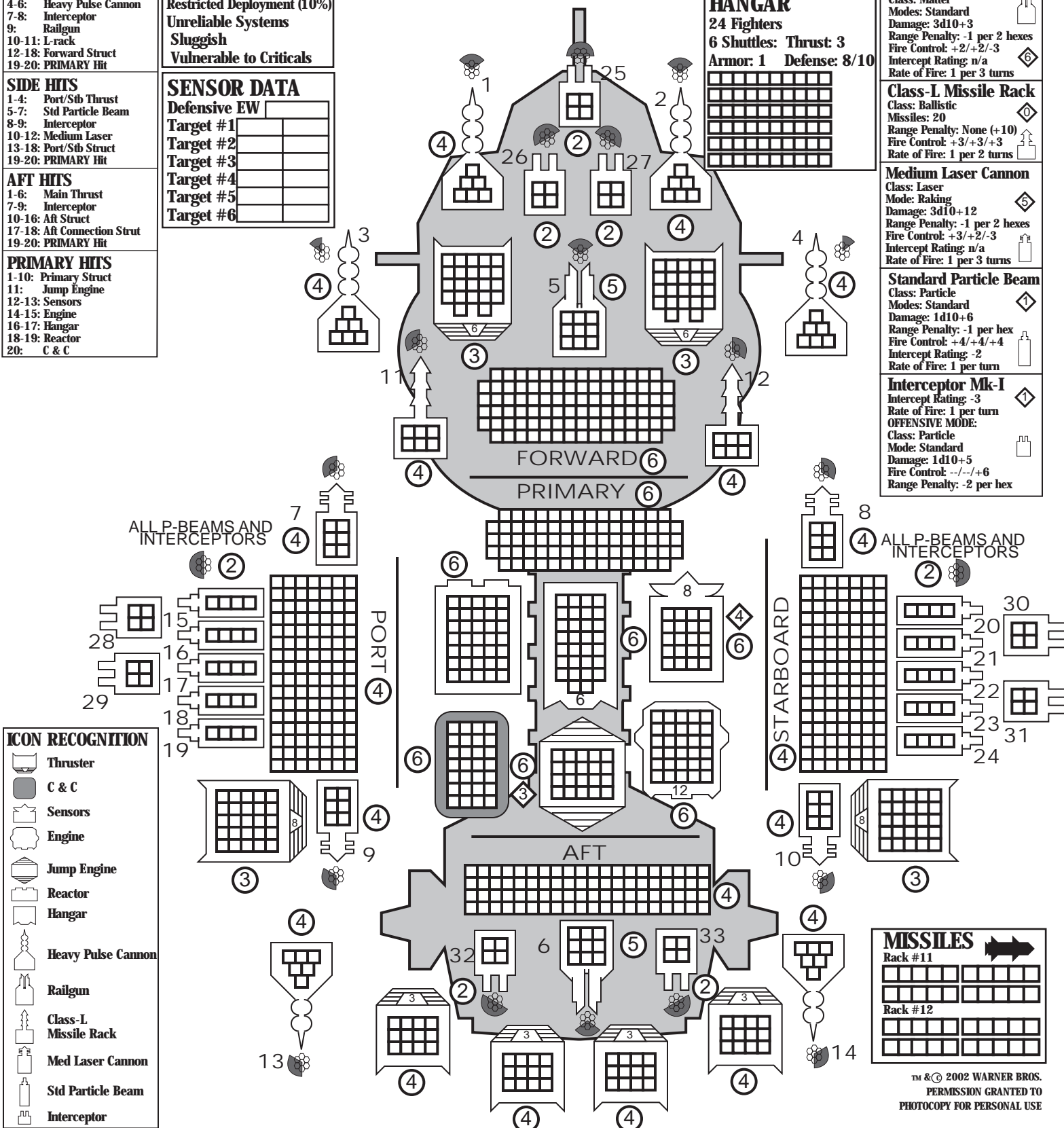
### Target #1

## Target #2

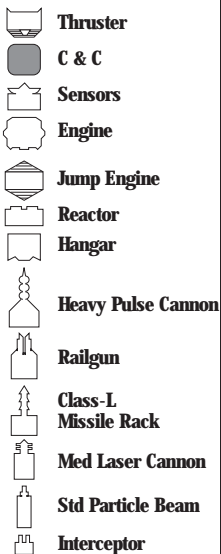
### Target #3

Target #4  
Target #5

Target #5  
Target #6



## ICON RECOGNITION



## MISSILES

[illegible]