

# EA Avenger Patrol Carrier

## SPECS

Class: Capital Ship  
In Service: 2256  
Point Value: 625  
Ramming Value: 260  
Jump Delay: 24 Turns

## MANEUVERING

Turn Cost: 5/4 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 (10)  
Stb/Port Defense: 17 (13)  
Engine Efficiency: 4/1  
Extra Power: +2  
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	5	6	7	8	10	12	13	14	15
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

## WEAPON DATA

### Med Pulse Cannon

Class: Particle  
Modes: Standard  
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

### Lt Pulse Cannon

Class: Particle  
Modes: Standard  
Damage: 8 1d5 times  
Maximum Pulses: 6  
Grouping Range: +1 per 4  
Range Penalty: -2 per hex  
Fire Control: +3/+3/+1  
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  
Modes: Standard  
Damage: 1d10+8  
Fire Control: -/+/-+8  
Range Penalty: -2 per hex

## HANGAR

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

## OTHER HANGARS

6 Fighters  
0 Shuttles

## FORWARD HITS

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

## SIDE HITS

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

## AFT HITS

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

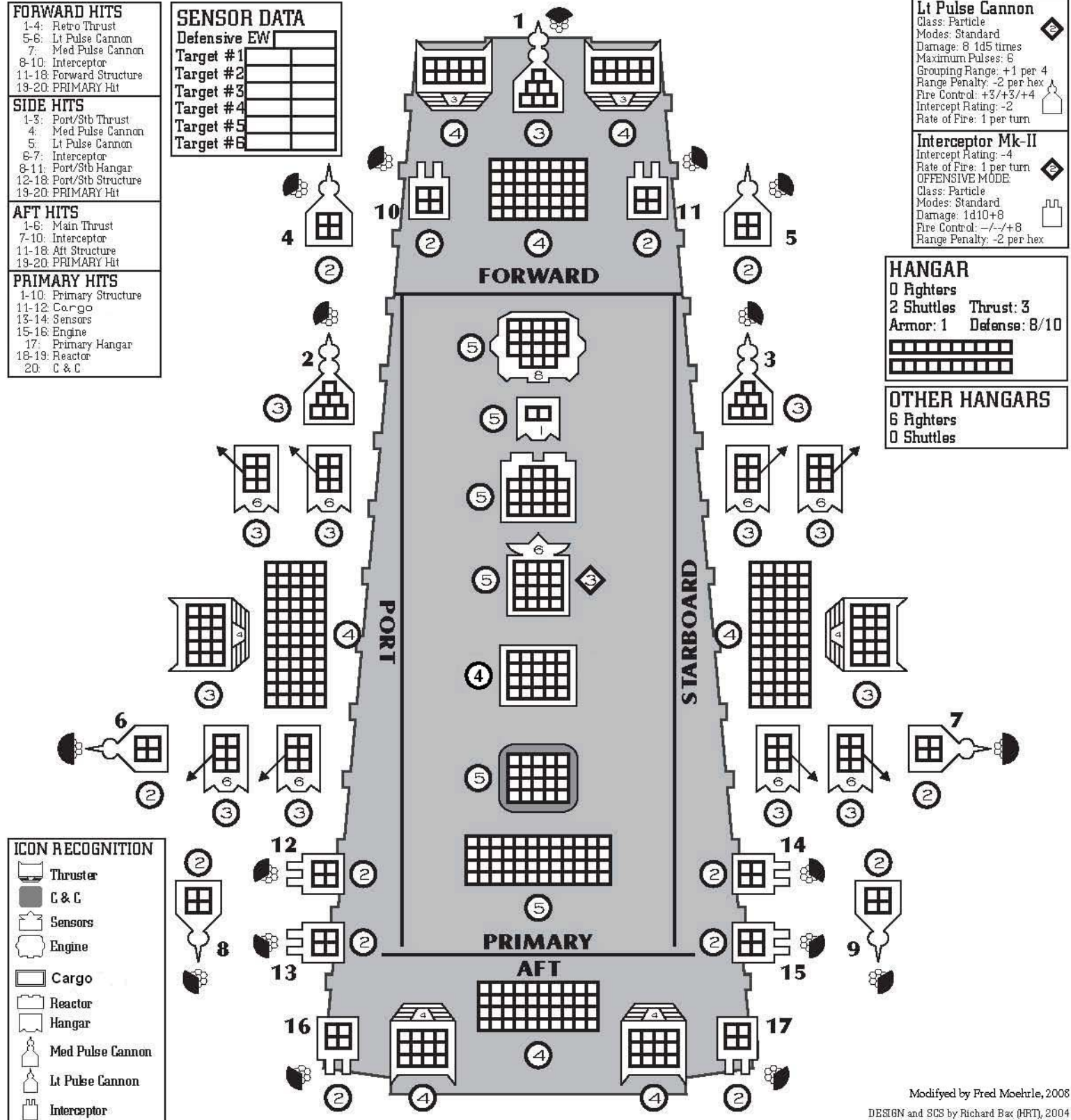
## PRIMARY HITS

1-10: Primary Structure  
11-12: Cargo  
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		



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Cargo
- Reactor
- Hangar
- Med Pulse Cannon
- Lt Pulse Cannon
- Interceptor