



# EA Pytho Medium Cruiser (Alpha Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 15 (11)
In Service: 2267	Turn Delay: 1 x Speed	Stb/Port Defense: 16 (12)
Point Value: 850	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 270	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 24 Turns	Roll Cost: 2+2 Thrust	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
<b>Heavy Laser Cannon</b>
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
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

<b>Laser/Pulse Array</b>
This weapon can fire as either a medium laser or medium pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

<b>Medium Laser Cannon</b>
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

<b>Medium Pulse Cannon</b>
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

<b>Railgun</b>
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

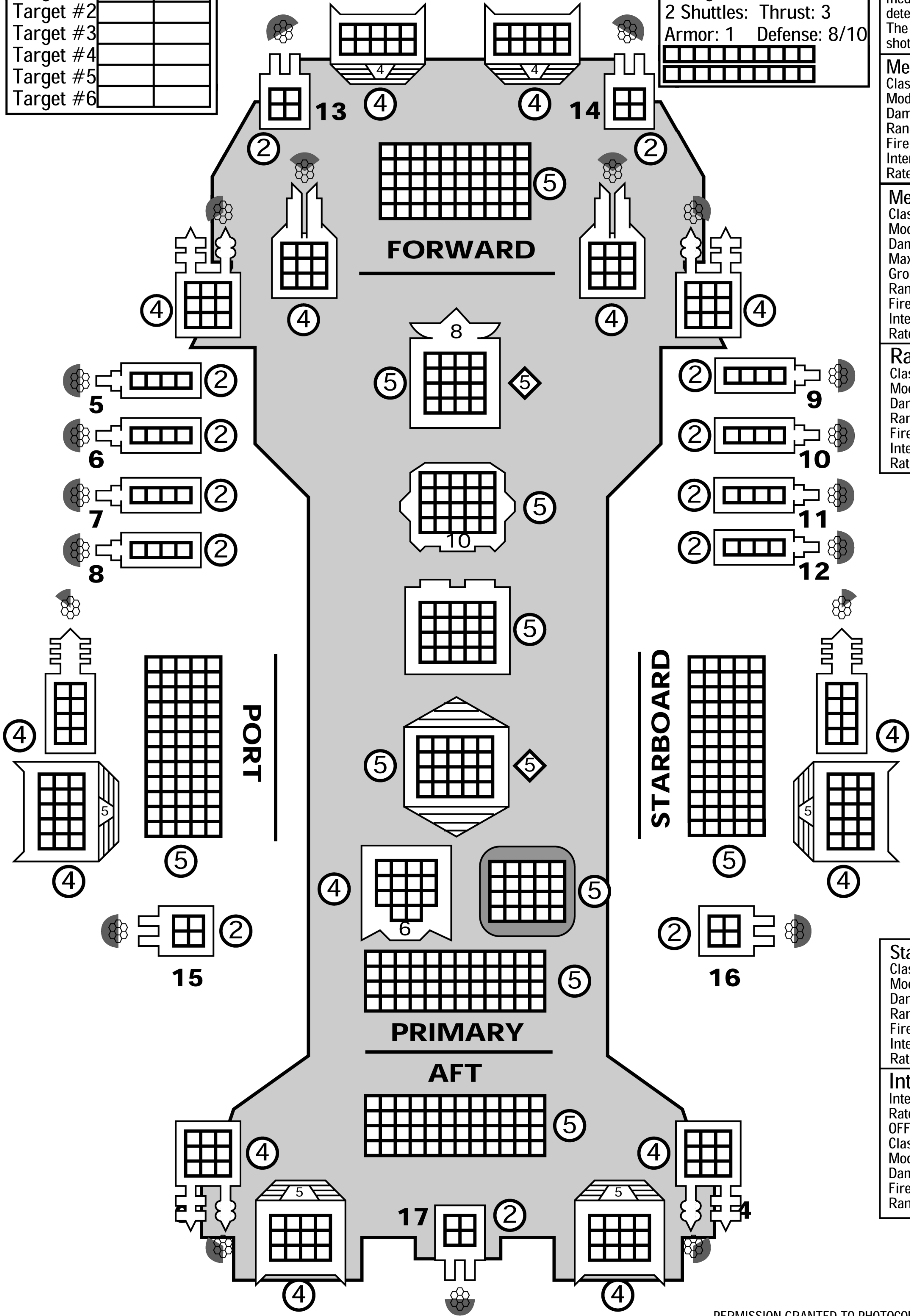
<b>Standard Particle Beam</b>
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

<b>Interceptor Mk-II</b>
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









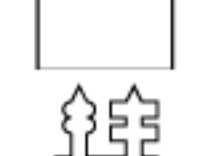
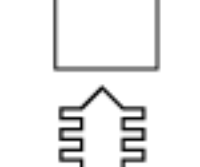
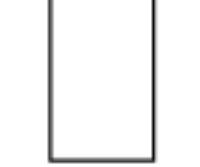
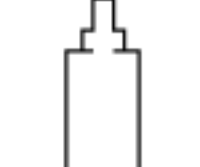
<b>FORWARD HITS</b>
1-3: Retro Thrust
4-6: Railgun
7-8: Laser/Pulse Array
9-11: Interceptor
12-18: Forward Struct
19-20: PRIMARY Hit
<b>SIDE HITS</b>
1-3: Port/Stb Thrust
4-6: Heavy Laser Cannon
7-8: Particle Beam
9-11: Interceptor
12-18: Port/Stb Struct
19-20: PRIMARY Hit
<b>AFT HITS</b>
1-6: Main Thrust
7-8: Laser/Pulse Array
9-10: Interceptor
11-18: Aft Struct
19-20: PRIMARY Hit
<b>PRIMARY HITS</b>
1-8: Primary Struct
9-10: Jump Engine
11-14: Sensors
15-16: Engine
17-18: Hangar
19: Reactor
20: C & C

<b>SENSOR DATA</b>
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

<b>HANGAR</b>
12 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10



# ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Railgun
	Laser/Pulse Array
	Heavy Laser Cannon
	Std Particle Beam
	Interceptor