

EA Cyclops Fire Support Dreadnought (Alpha Model)

SPECS

Class: Capital Ship
In Service: 2249
Point Value: 975
Ramming Value: 350
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 15 (12)
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 | 2 | 3 | 4 | 4 | 5 | 6 | 6 | 7 | 8 | 8 |
| Turn Delay | 2 | 3 | 4 | 6 | 7 | 8 | 10 | 11 | 12 | 14 | 15 | 16 |

WEAPON DATA

Spinal Laser

Class: Laser
Modes: R, S
Damage: 6d10+40
Range Penalty: -1 per 5 hexes
Fire Control: +4/+2/-
Intercept Rating: n/a
Rate of Fire: 1 per 5 turns

Laser/Pulse Array

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.

Med Laser Cannon

Class: Laser
Modes: R
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

Med Pulse Cannon

Class: Particle
Modes: Pulse
Damage: 10 1d5 Times
Maximum Pulse: 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: Pulse
Damage: 8 1d5 Times
Maximum Pulse: 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
Modes: Standard
Damage: 1d10+5
Fire Control: -/-/+6
Range Penalty: -2 per hex

Coolant Tank

Coolant tanks are necessary to fire the spinal laser at full power. Loss of a tank due to damage or being left unpowered has the following effects.

| Tanks Lost | Cumulative Effects |
|------------|-------------------------|
| 1 | No Sustained |
| 2 | -1d10+10 damage |
| 3 | Range Penalty: -1 per 4 |
| 4 | -1d10+10 damage |

Note: Once a coolant tank is left unpowered, its effects on the Spinal Laser are felt for the remainder of the scenario.

FORWARD HITS

1-4: Retro Thrust
5-6: Spinal Laser
7-8: Interceptor
9-10: Coolant Tank
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: Laser/Pulse Array
8: Lt. Pulse Cannon
9-10: Coolant Tank
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Laser/Pulse Array
9-10: Interceptor
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Unique Ship (Only 1 Exists)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

0 Fighters

4 Shuttles Thrust: 3

Airport: 1 Defense: 8/10

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Coolant Tank
- Spinal Laser
- Laser/Pulse Array
- Lt Pulse Cannon
- Interceptor

