

Name: _____ Counter: _____



EA NEPTUNE CARRIER

SPECS

Class: Capital Ship
In Service: 2281
Point Value: 1600
Ramming Factor: 300
Jump Delay: 16

MANEUVERING

Turn Cost: 1 x SPEED
Turn Delay: 1 x SPEED
Accel/Decel Cost: 3 THRUST
Pivot Cost: 4+4
Roll Cost: 4+4

COMBAT STATS

Fwd/Aft Defense: 16 (12)
Stb/Port Defense: 18 (14)
Engine Efficiency: 2/1
Extra Power: +1
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

Medium Pulse Canon
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

Interceptor MK-II

Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+8
Fire Control: -4/-3/-1
Range penalty: -2 per hex

SENSOR DATA

Defensive EW

Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR

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

FORWARD HITS

1-3: MEDIUM LASER
4-6: THRUSTER
7-10: MEDIUM PULSE
11-13: INTERCEPTOR
14-16: HANGAR
17-19: FORWARD STRUCTURE
20: PRIMARY HIT

AFT HITS

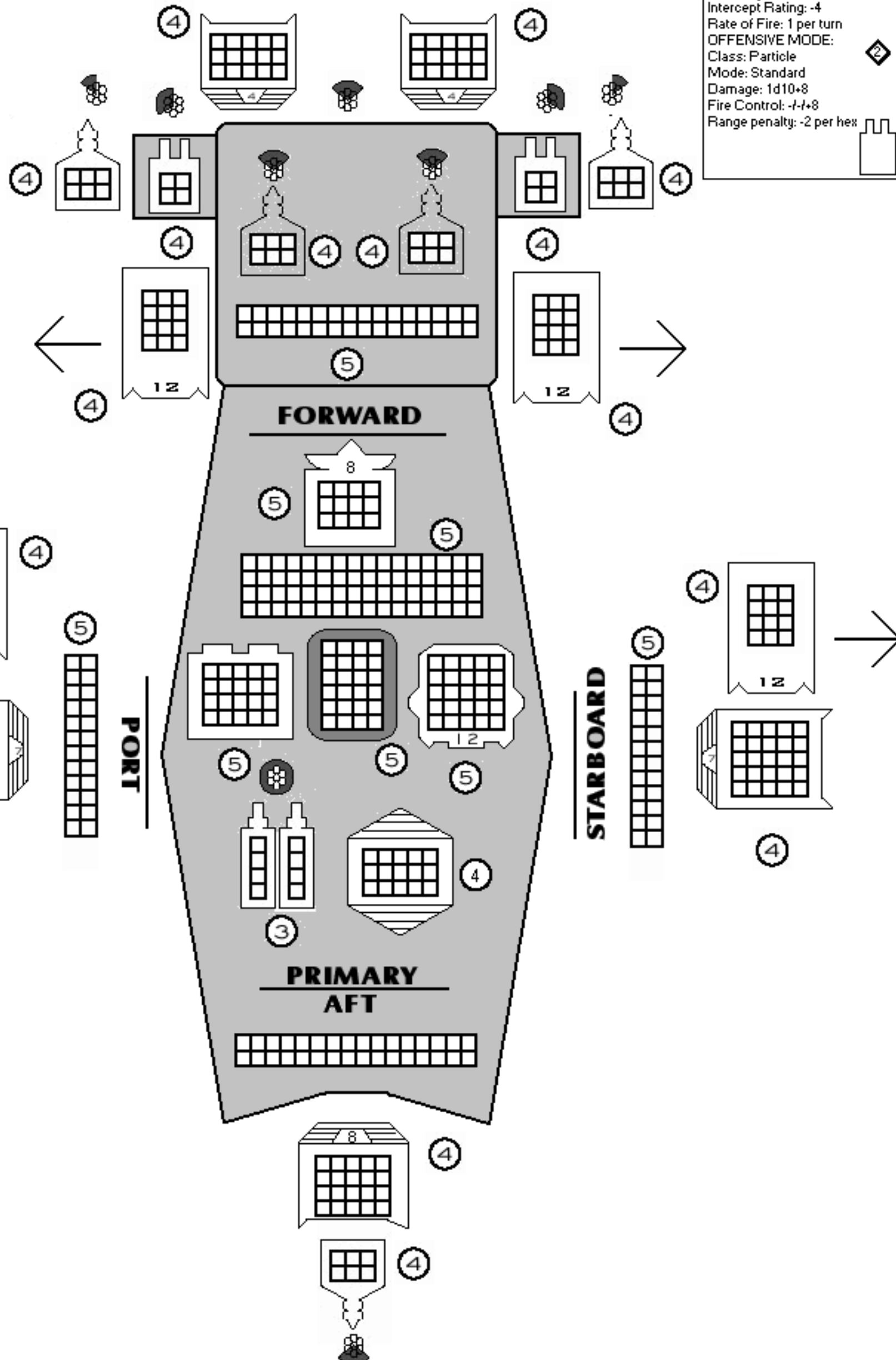
1-3: MED. PULSE CANNON
4-7: THRUSTER
8-19: STRUCTURE
20: PRIMARY HIT

SIDE HITS

1-3: THRUSTER
4-6: HANGAR
7-19: STRUCTURE
20: PRIMARY HIT

PRIMARY HITS

1-3: SENSORS
4-6: REACTOR
7-10: ENGINE
11-12: JUMP ENGINE
13-14: SPB
15-19: STRUCTURE
20: C&C



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor