



EA Warlock Advanced Destroyer (Alpha Model)

SPECS

Class: Capital Ship
In Service: 2260
Point Value: 1800
Ramming Factor: 360
Jump Delay: 16 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15 (11)
Stb/Port Defense: 19 (15)
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	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

Hvy Particle Cannon
Class: Particle
Mode: Raking
Damage: 6d10+60
Range Penalty: -1 per 3 hexes
Fire Control: +6/+4/+0
Intercept Rating: n/a
Rate of Fire: 1 per 6 turns

Medium Pulse Cannon
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

Light Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 8 1d5 Times
Maximum Pulses: 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

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-SR Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +4/+4/+4
Rate of Fire: 1 per turn

Class-L Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 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-II
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

HANGAR

24 Fighters (usually T-bolts)
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Hvy Particle Cannon
- 7-8: Hvy Pulse Cannon
- 9: Railgun
- 10-12: Interceptor
- 13-18: Forward Struct
- 19-20: PRIMARY Hit

SIDE HITS

- 1-4: Port/Stb Thrust
- 5-6: Missile Rack (Any)
- 7-8: Laser/Pulse Cannon (Any)
- 9-11: Std Particle Beam
- 12: Interceptor
- 13-18: Port/Stb Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-8: Pulse Cannon
- 9-10: Railgun
- 11-13: Interceptor
- 14-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Primary Struct
- 9-10: Jump Drive
- 11-12: Lt Pulse Cannon
- 13-14: Sensors
- 15-16: Engine
- 17-18: Hangar
- 19: Reactor
- 20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

Medium Laser Cannon

Class: Laser
Modes: 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

Super-Heavy Missile

Mode: Raking (25)
Damage: 50
Max Range: 10 hexes
Fire Control: +0/+0/-
Intercept Rating: n/a
Cost: 8 Combat Points
Special: 2 missile slots; can be used on SR racks only

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Heavy Particle Cannon
- Railgun
- Pulse Cannon
- Class-SR Missile Rack
- Class-L Missile Rack
- Std Particle Beam
- Lt Pulse Cannon
- Interceptor

