

EA Nemesis Advanced Destroyer (Alpha Model)

SPECS

Class: Capital Ship
In Service: 2268
Point Value: 2500
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

FORWARD HITS

1-4: Retro Thrust
5-7: Lt. Molecular Slicer
8-10: Heavy Phasing Pulse Cannon
11-13: Interceptor
14-18: Forward Struct
19-20: PRIMARY Hit

SPECIAL NOTES

Advanced Armor
Normal Sensors
Special Deployment Rules

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

SIDE HITS

1-4: Port/Stb Thrust
5-6: Missile Rack (Any)
7-8: Energy Diffuser
9-11: Cutters
12: Interceptor
13-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

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

HANGAR

24 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10

MISSILES

Rack #15

Rack #17

Rack #18

Rack #19

Rack #20

Rack #21

Rack #22

Rack #23

Rack #24

Rack #25

Rack #26

Rack #27

Rack #28

Rack #29

Rack #30

Rack #31

Rack #32

Rack #33

Rack #34

Rack #35

Rack #36

Rack #37

Rack #38

Rack #39

Rack #40

Rack #41

Rack #42

Rack #43

Rack #44

Rack #45

Rack #46

Rack #47

Rack #48

Rack #49

Rack #50

Rack #51

Rack #52

Rack #53

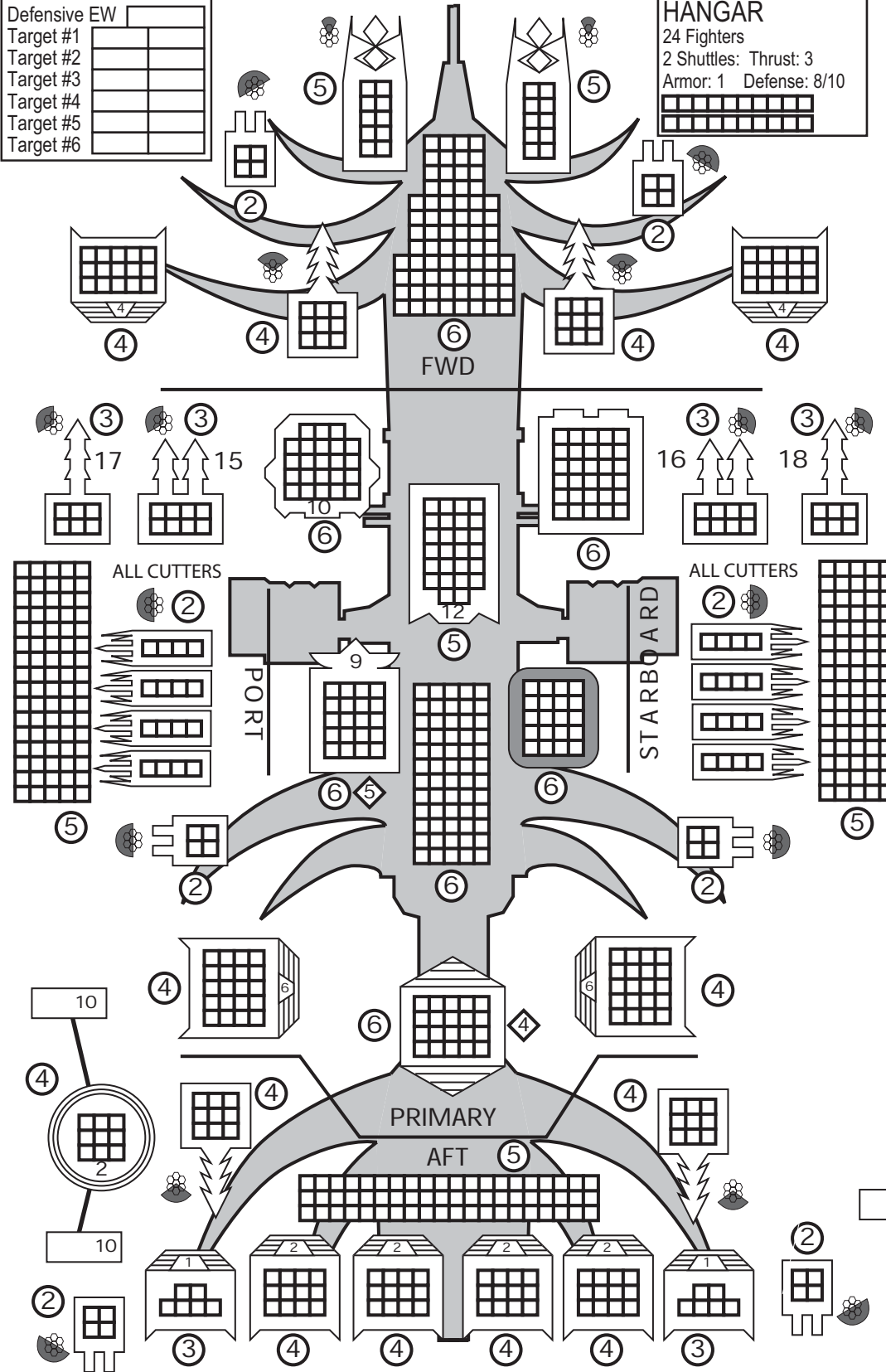
Rack #54

Rack #55

Rack #56

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Energy Diffuser
- Light Multiphased Cutter
- Light Slicer Beam
- Heavy Phased Pulse Cannon
- Class-LH Missile Rack
- Class-L Missile Rack
- Interceptor



WEAPON DATA

Light Molecular Slicer Beam

Class: Molecular
Mode: Raking
Dmg. 1 Turn: 4d10+4
Dmg. 2 Turns: 6d10+6
Dmg. 3 Turns: 8d10+8
Range Penalty: -1 per 3 hexes
Fire Control: +6/+4/+2
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Ignores armor. Can be divided into multiple attacks on different targets.
Non-interceptable.

Heavy Phasing Pulse Cannon

Class: Molecular
Mode: Pulse
Damage: 18 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 3
Range Penalty: -1 per 2 hexes
Fire Control: +6/+4/+2
Intercept Rating: -2
Rate of Fire: 1 per 3 turns

Lt Multiphased Cutter

Class: Molecular
Mode: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+6
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: -1/-1/+8
Range Penalty: -2 per hex

Class-LH Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None (+10)
Fire Control: +4/+4/+4
Rate of Fire: 1 per turn

Class-L Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None (+10)
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

MISSILES

Rack #16

Rack #18

Rack #20

Rack #22

Rack #24

Rack #26

Rack #28

Rack #30

Rack #32

Rack #34

Rack #36

Rack #38

Rack #40

Rack #42

Rack #44

Rack #46