



EA Warlock Advanced Destroyer (Delta Model)

SPECS

Class: Capital Ship
In Service: 2261
Point Value: 2000
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

Heavy Railgun
Class: Matter
Modes: Standard
Damage: 5d10+7
Range Penalty: -1 per 3 hexes
Fire Control: +2/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Heavy Laser Cannon

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

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.

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

Medium Laser Cannon

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

FORWARD HITS

- ☐ 1-4: Retro Thr
- ☐ 5-6: Hvy Rail
- ☐ 7-8: Laser/P
- ☐ 9-10: Hvy Las
- ☐ 11-13: Intercep
- ☐ 14-18: Forward
- ☐ 19-20: PRIMA

SIDE HITS

- ☐ 1-4: Port/St
- ☐ 5-6: Missile
- ☐ 7-8: Laser/P
- ☐ 9-11: Std Part
- ☐ 12: Intercep
- ☐ 13-18: Port/Stb
- ☐ 19-20: PRIMA

AFT HITS

- ☐ 1-6: Main Thrust
- ☐ 7-8: Laser/Pulse Array
- ☐ 9-10: Hvy Laser Cannon
- ☐ 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

SPECIAL NOTES

Restricted Deployment (10%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

Target #7

Target #8

Target #9

Target #10

Target #11

Target #12

Target #13

Target #14

Target #15

Target #16

Target #17

Target #18

Target #19

Target #20

Target #21

Target #22

Target #23

Target #24

Target #25

Target #26

Target #27

Target #28

Target #29

Target #30

Target #31

Target #32

Target #33

Target #34

Target #35

Target #36

Target #37

Target #38

Target #39

Target #40

Target #41

Target #42

Target #43

Target #44

Target #45

Target #46

Target #47

Target #48

Target #49

Target #50

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Heavy Railgun
- Hvy Laser Cannon
- Laser/Pulse Array
- Class-LH Missile Rack
- Class-L Missile Rack
- Std Particle Beam
- Interceptor

MISSILES

Rack #15

Rack #16

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

MISSILES

Rack #15

Rack #16

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

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

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