



EA Hecatoncheires Class Battleship

SPECS

Class: Capital Ship
In Service: 2274
Point Value: 3600+
Ramming Factor:
Jump Delay: 16 Turns

MANEUVERING

Turn Cost: $3/2 \times \text{Speed}$
Turn Delay: $4/3 \times \text{Speed}$
Accel/Decel Cost: 5 Thrust
Pivot Cost: 5+5 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 18 (14)
Stb/Port Defense: 20 (16)
Engine Efficiency: 4/1
Extra Power: +8
Initiative Bonus: +2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

MAIN HANGAR

48 Fighters
6 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

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

Heavy Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -1 per 3 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Quad Particle Beam
Class: Particle
Mode: Standard
Damage: 1d10+6
Range Penalty: -2 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 4 per turn

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

Intercepter 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

FORWARD HITS

1-3: Retro Thrust
4-7: Hvy Particle Cannon
8-10: Hvy Plasma Cannon
11-12: Quad Particle Beam
13-14: Interceptor
15-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4-6: Hvy Plasma Cannon
7-10: Quad Particle Beam
11-12: Interceptor
13-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-7: Laser/Pulse Array
8-10: Quad Particle Beam
11: Interceptor
12-14: Hvy Plasma Cannon
15-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-5: Primary Struct
6-7: Quad Particle Beam
8-9: Jump Drive
10-12: Sensors
13-14: Engine
15-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

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

All Quad Arrays

All Quad Arrays

All MLPA

All MLPA

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Heavy Particle Cannon
- Hvy Plasma Cannon
- Quad Particle Beam
- Medium Laser/Pulse Array
- Hvy Interceptor
- Interceptor