

# EA Hecate Blast Cruiser (Gamma Model)

## SPECS

Class: Capital Ship  
In Service: 2255  
Point Value: 740  
Ramming Factor: 290  
Jump Delay: 24 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 14 (11)  
Stb/Port Defense: 16 (13)  
Engine Efficiency: 4/1  
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

**Blast Laser**  
Class: Laser  
Mode: Standard  
Damage: 2d10+14  
Range Penalty: -1 / 3 hexes  
Fire Control: +4/+2/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 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

## 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-I

Intercept Rating: -3  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Particle  
Mode: Standard  
Damage: 1d10+5  
Fire Control: --/--/+6  
Range Penalty: -2 per hex

## FORWARD HITS

1-4: Retro Thrust  
5-8: Med Pulse Cannon  
9-12: Interceptor  
13-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-6: Port/Stb Thrust  
7-8: Blast Laser  
9-10: Med Pulse Cannon  
11-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6-9: Jump Drive  
10-11: Med Pulse Cannon  
12-13: Interceptor  
14-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-10: Primary Struct  
11-12: Std Particle Beam  
13-14: Sensors  
15-16: Engine  
17-18: Hangar  
19: Reactor  
20: C & C

## SPECIAL NOTES

Unique Ship

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

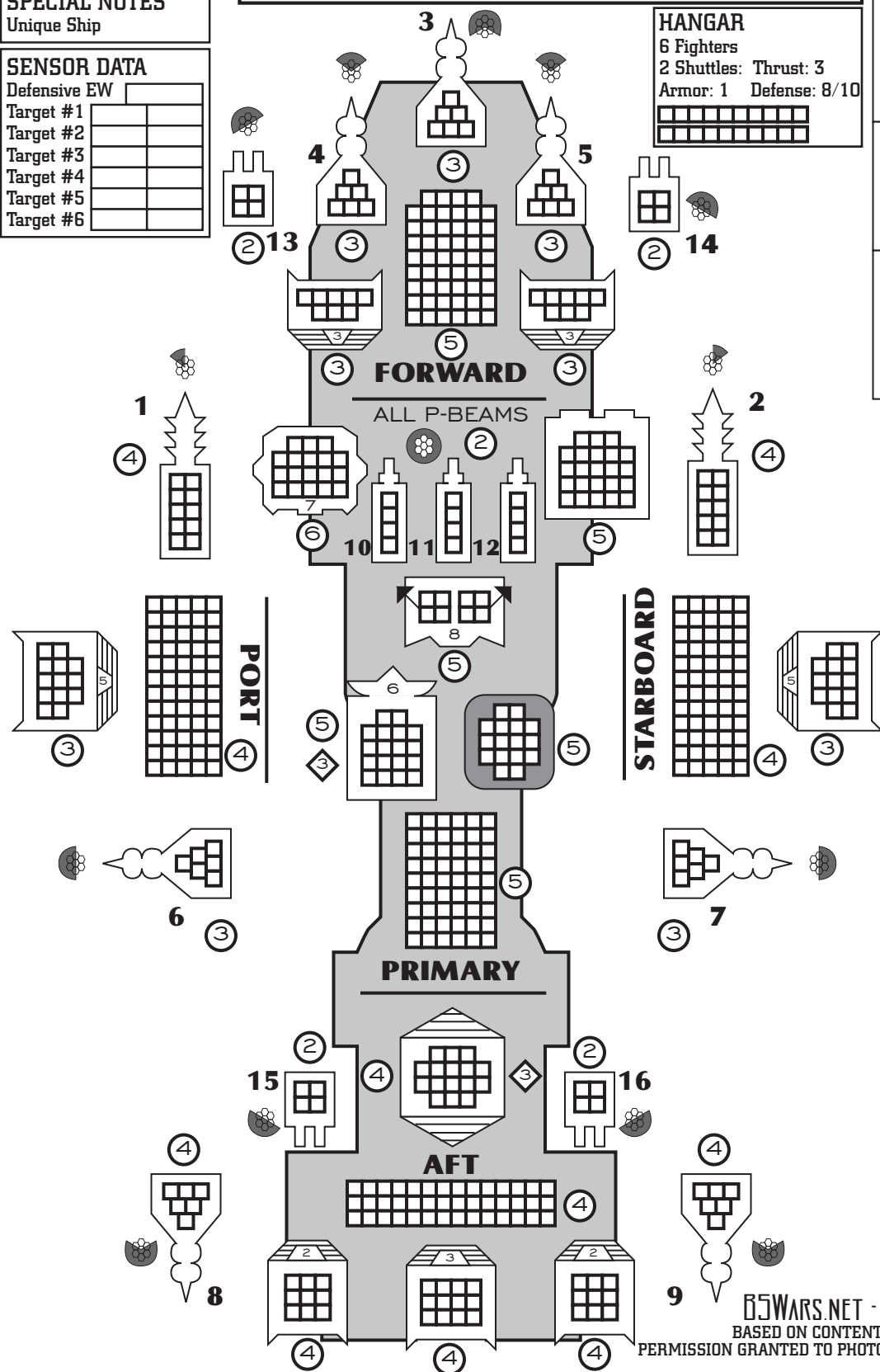
Target #4

Target #5

Target #6

## HANGAR

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



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Std Particle Beam
- Blast Laser
- Med Pulse Cannon
- Interceptor