

Warlock Variant (Uncommon)
Common after 2271

Name: _____ Counter: _____



EA Warlock Advanced Destroyer (Beta Model)

SPECS

Class: Capital Ship
In Service: 2269
Point Value: 2100
Ramming Factor: 400
Jump Delay: 16 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: 15 (11)
Stb/Port Defense: 19 (15)
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +1

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

ACH Laser/Pulse Array

This weapon can fire as either a heavy laser or heavy pulse cannon. Improved ROF of the laser due to the use of the pulse cannons pulse coil.

Heavy Laser Cannon

Class: Laser
Modes: R, S
Damage: 4d10+15
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Heavy Pulse Cannon

Class: Particle
Mode: Pulse
Damage: 15 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/-1
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

Imp Railgun

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

FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Hvy Particle Array
- 7-8: ACH Laser/Pulse Array
- 9-10: Imp Railgun
- 11-13: Gatling Interceptor
- 14-18: Forward Struct
- 19-20: PRIMARY Hit

SIDE HITS

- 1-4: Port/Stb Thrust
- 5-6: LH Missile Rack
- 7-8: ACH Laser/Pulse Array
- 9-11: Gatling Interceptor
- 12-18: Port/Stb Struct
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Main Thrust
- 7-8: ACH Laser/Pulse Array
- 9-10: Imp Railgun
- 11-13: Interceptor
- 14-18: Aft Struct
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-6: Primary Struct
- 7-9: Jump Drive
- 10: AE Battery
- 11-12: Sensors
- 13-14: Engine
- 15-17: 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

Twin Hvy Particle Array

Class: Particle
Modes: Raking (12)
Damage: 5d10+45
Range Penalty: -1 per 2 hexes
Fire Control: +6/+5/+1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Auto Engagement Battery

Class: Particle
Mode: Pulse (Special)
Damage: 1d10+8
Range Penalty: None (max 4)
Fire Control: -/-/+3
Intercept Rating: -4
Rate of Fire: 1 per turn
Special: Up to 6 shots at fighters/shuttles per turn

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Imp Railgun
- Gatling Interceptor
- ACH Laser/Pulse Array
- Class-LH Missile Rack
- Auto Engagement Battery

