

Unique

Version 0.1

Name: \_\_\_\_\_

Counter: \_\_\_\_\_



# EA Hecate Heavy Cruiser (Theta Model)

## SPECS

Class: Capital Ship  
In Service: 2260  
Point Value: 800  
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

**Laser Accelerator**  
Class: Laser  
Mode: Raking  
Damage: 4d10+16  
Range Penalty: -1 per 3 hexes  
Fire Control: +2/+2/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns  
*Special: Can fire at an accelerated ROF for less damage, as shown below:*  
1 per 2 turns: 2d10+6  
1 per 3 turns: 3d10+10

**Pulse Accelerator**  
Class: Laser  
Mode: Pulse  
Damage: 12 1d3 times  
Maximum Pulses: 4  
Pulse Grouping: +1 per 5  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+3/+1  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns  
*Special: Can fire at an accelerated ROF for less pulses, as shown below:*  
1 per 2 turns: 3 pulses, 1d2 hit  
1 per turn: 2 pulses, 1 hit

**Pentagon Array**  
Class: Particle  
Mode: Raking (Special)  
Damage: 5 sub-volleys of 1d10  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: -5  
Rate of Fire: 1 per turn  
*Special: Scores each 1d10 as a separate sub-volley.*

**FORWARD HITS**  
1-4: Retro Thrust  
5-7: Pentagon Array  
8: Pulse Cannon  
9-12: Interceptor  
13-18: Forward Structure  
19-20: PRIMARY Hit

**SIDE HITS**  
1-4: Port/Stb Thrust  
5-9: Laser Accelerator  
8-9: Pulse Accelerator  
10-11: Pulse Cannon  
12-18: Port/Stb Structure  
19-20: PRIMARY Hit

**AFT HITS**  
1-6: Main Thrust  
7-10: Jump Drive  
11-13: Interceptor  
14-18: Aft Structure  
19-20: PRIMARY Hit

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

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

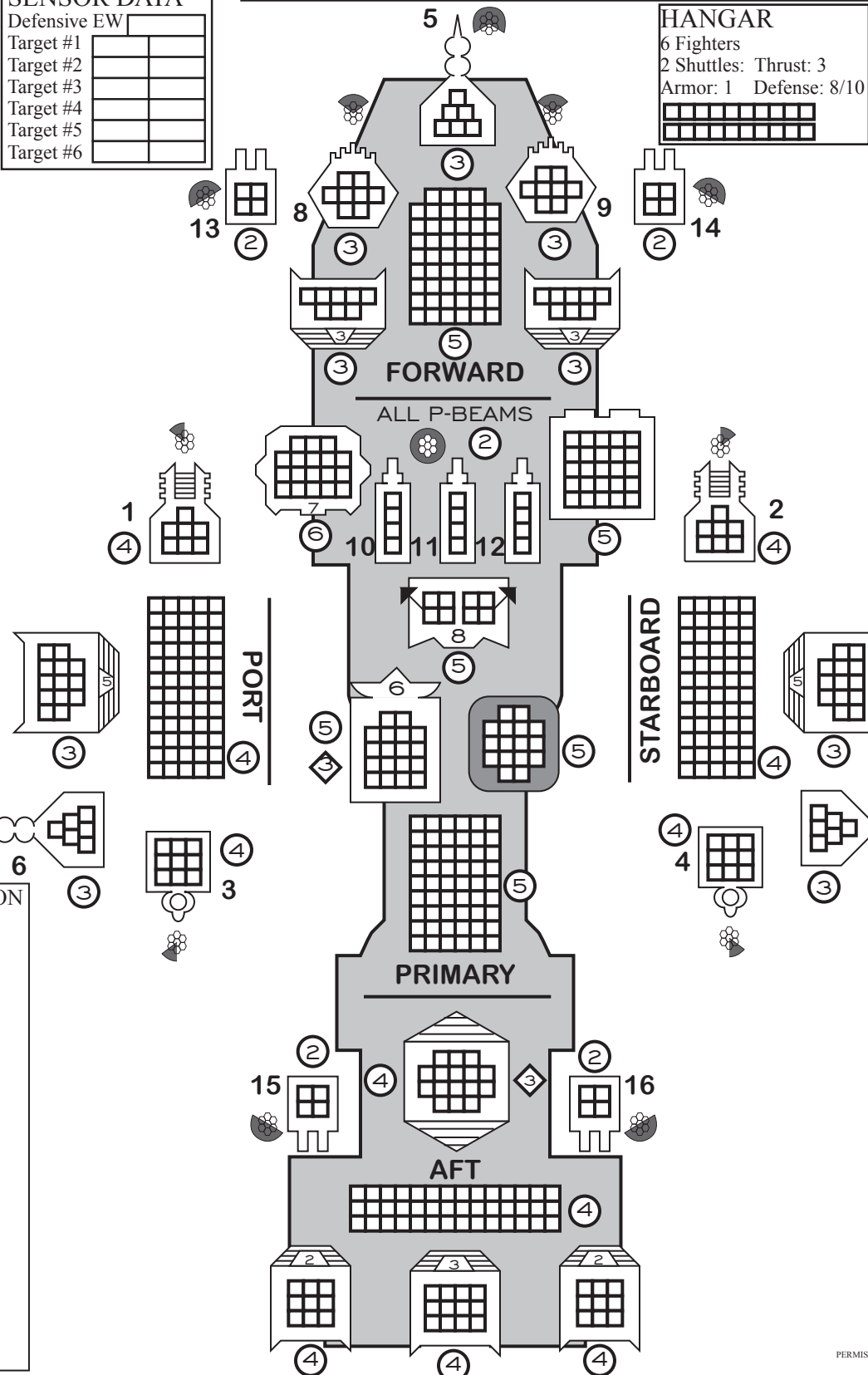
Target #4

Target #5

Target #6

## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Laser Accelerator
- Pulse Accelerator
- Pulse Cannon
- Pentagon Array
- Std Particle Beam
- Interceptor



**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