

EA Dreadnought Class Battleship

SPECS

Class: Capital Ship
In Service: 2264
Point Value: 3600+
Ramming Factor: 620
Jump Delay: 16 Turns

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

MANEUVERING

Turn Cost: $3/2 \times \text{Speed}$
Turn Delay: $4/3 \times \text{Speed}$
Accel/Decel Cost: 8 Thrust
Pivot Cost: 5+5 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 18 (14)
Stb/Port Defense: 23 (19)
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +1

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

Hvy Laser/Pulse Array

This weapon can fire as either a heavy laser or heavy pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

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

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

Railgun

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

Class-SR 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

Hvy Interceptor Btty

Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 2d10+6
Fire Control: -/-/+10
Range Penalty: -2 per hex
Note: Can switch modes with no delay period

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

FORWARD HITS

1-2: Retro Thrust
3-5: Hvy Particle Cannon
6-7: Hvy Laser/Pulse Array
8-9: Railgun
10-11: Std Particle Beam
12: Hvy Interceptor
13-14: Interceptor
15-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-2: Port/Stb Thrust
3-5: Missile Rack (Any)
6-8: Laser/Pulse Array
9-11: Std Particle Beam
12: Hvy Interceptor
13-14: Interceptor
15-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

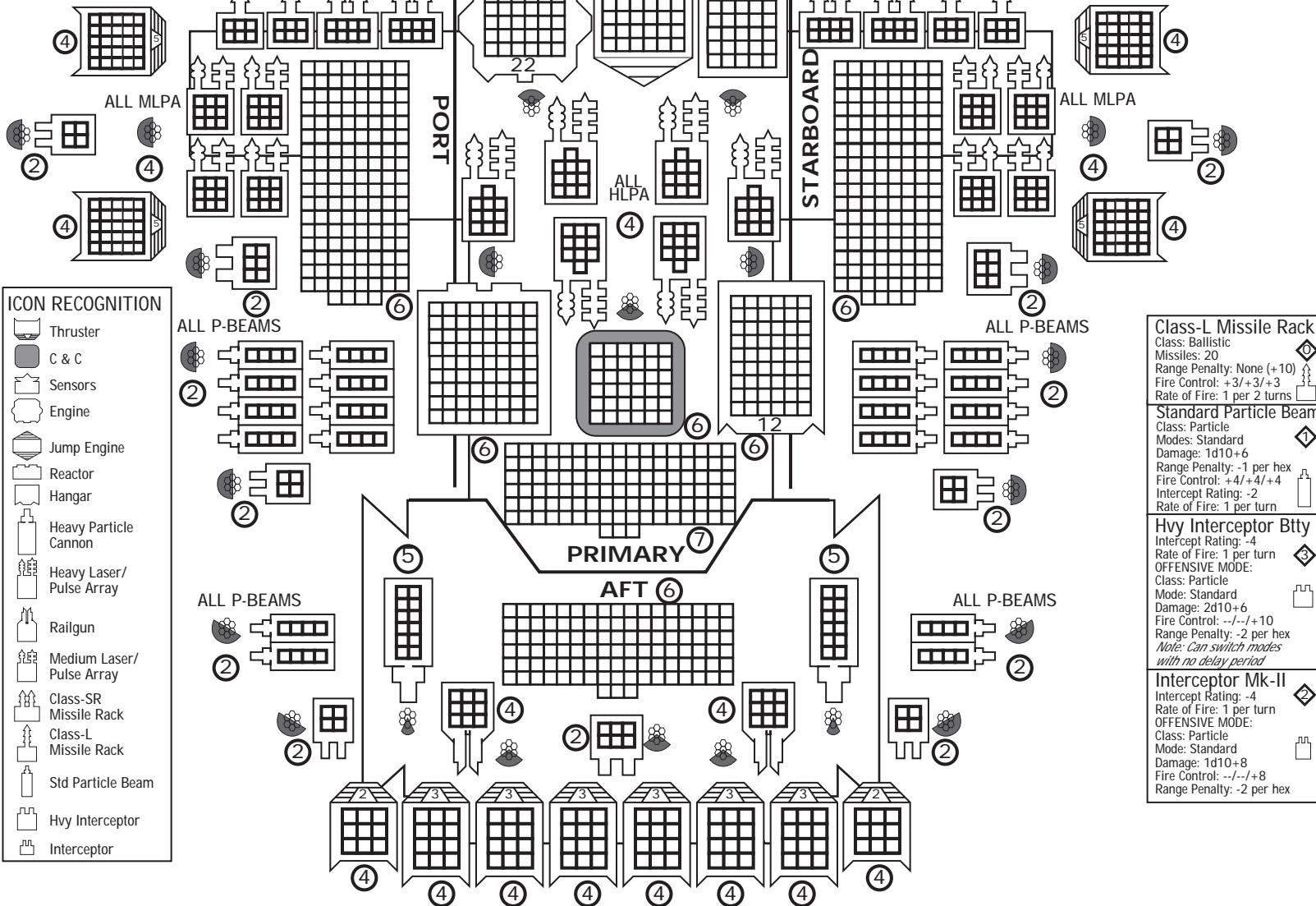
1-5: Main Thrust
6-7: Hvy Particle Cannon
8-9: Railgun
10-11: Std Particle Beam
12: Hvy Interceptor
13-14: Interceptor
15-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-5: Primary Struct
6-8: Hvy Laser/Pulse Array
9-10: Jump Drive
11-13: Sensors
14-15: Engine
16-17: Hangar
18-19: 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
- Heavy Particle Cannon
- Heavy Laser/Pulse Array
- Railgun
- Medium Laser/Pulse Array
- Class-SR Missile Rack
- Class-L Missile Rack
- Std Particle Beam
- Hvy Interceptor
- Interceptor