

Version 1: 2E/Babcom

Name: _____ Counter: _____



EA Arctic Heavy Cruiser (Alpha Model)

SPECS

Class: Capital Ship
In Service: 2258
Point Value: 875
Ramming Value: 290
Jump Delay: 20 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 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: 17 (13)
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

FORWARD HITS

1-4: Retro Thrust
5-6: Hvy Laser Cannon
7-8: Interceptor
9-10: Hvy Particle Cannon
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-6: Port/Stb Thrust
7-8: Std Particle Beam
9-10: Laser/Pulse Array
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Laser/Pulse Array
9-10: Interceptor
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-9: Jump Drive
10-11: Std Particle Beam
12-13: Sensors
14-15: Engine
16-17: Reactor
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

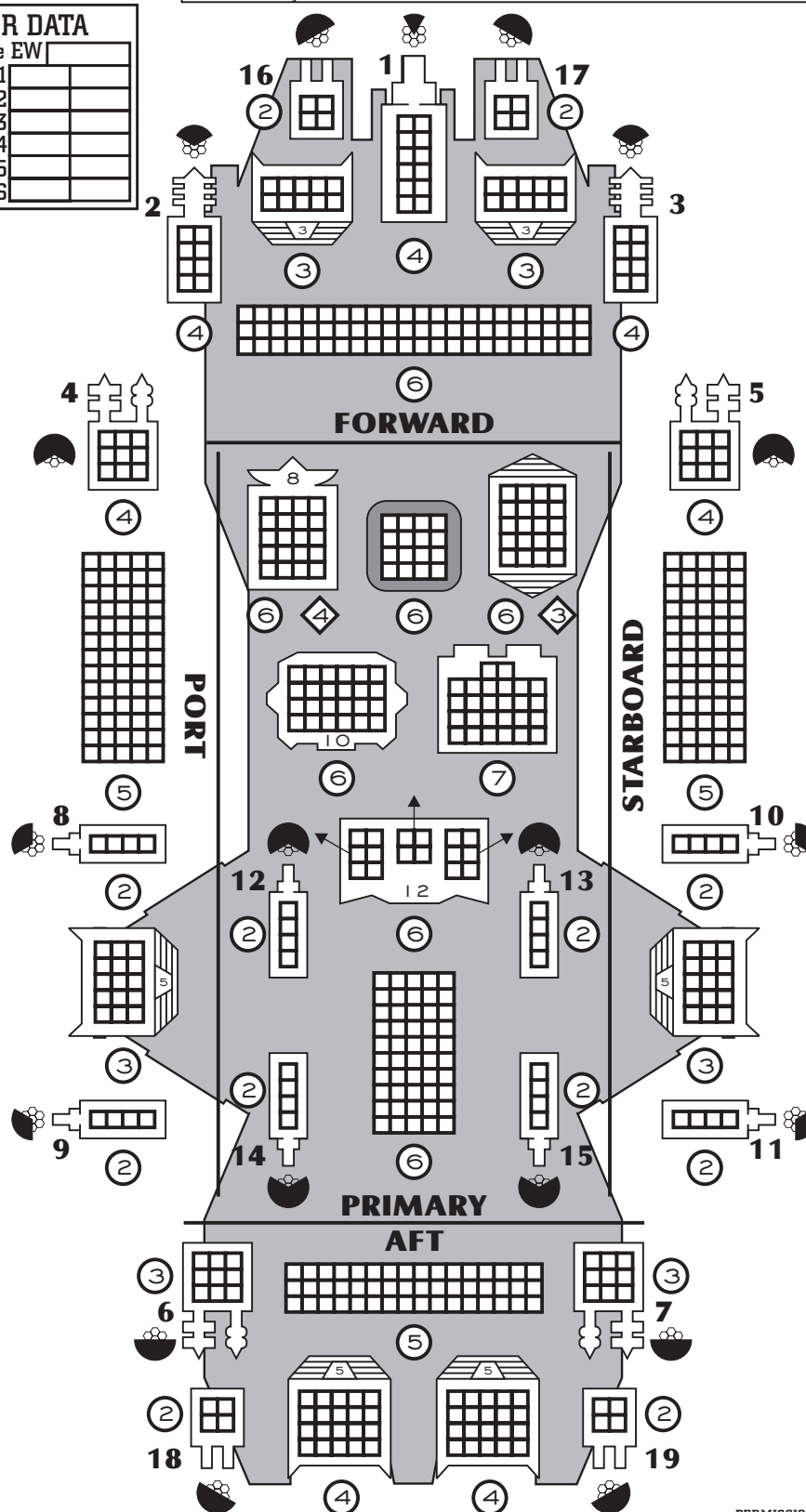
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

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

WEAPON DATA

Hvy Particle Cannon

Class: Laser
Modes: 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 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

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.

Med Laser Cannon

Class: Laser
Modes: R
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

Med Pulse Cannon

Class: Particle
Modes: Pulse
Damage: 10 1d5 Times
Maximum Pulse: 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

Std 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-II

Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Modes: Standard
Damage: 1d10+8
Fire Control: --/+8
Range Penalty: -2 per hex

HANGAR

12 Fighters
4 Shuttles Thrust: 3
Armor: 1 Defense: 8/10
