



Moon Base Alpha Eagle Transport (Std Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Lt Combat Vsl	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 10
In Service: 1998 :-)	Turn Delay: 1/4 Speed	Stb/Port Defense: 10
Point Value: 200 each?	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 2/1
Ramming Factor: 50	Pivot Cost: 1 Thrust	Extra Power: 0
Jump Delay N/A	Roll Cost: 1 Thrust	Initiative Bonus: +14
1 2 3 4 5 6 7 8 9 10 11 12		
Turn Cost	1	1
Turn Delay	1	1

WEAPON DATA

Medium Laser Cannon
Class: Laser
Mode: Raking
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

HIT LOCATIONS

- 1-10: Structure
- 11-12: Medium Laser
- 13-14: Module or Structure
- 15-16: Control
- 17-18: Reactor
- 19-20: Drive

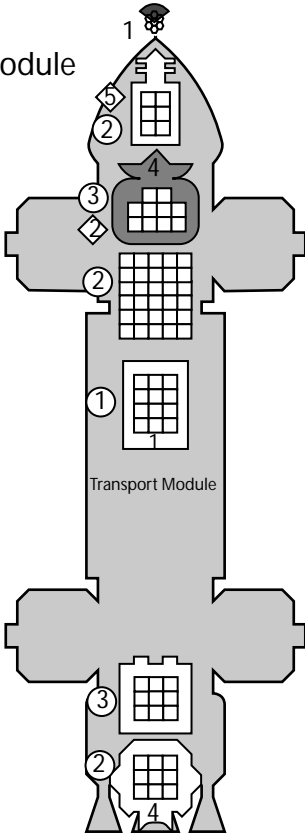
SPECIAL NOTES

Agile Ship
Non-Atmospheric

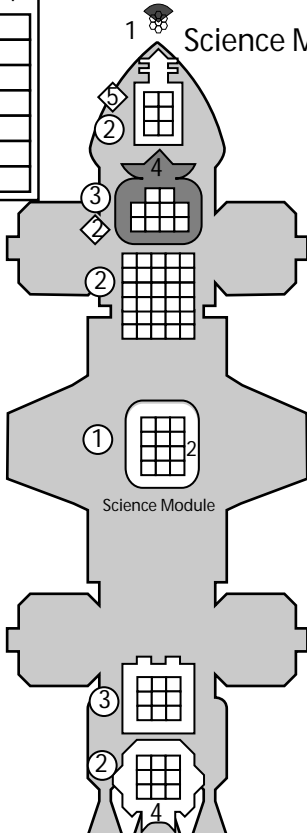
SENSOR DATA

Defensive EW	4
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Close Combat	

Transport Module



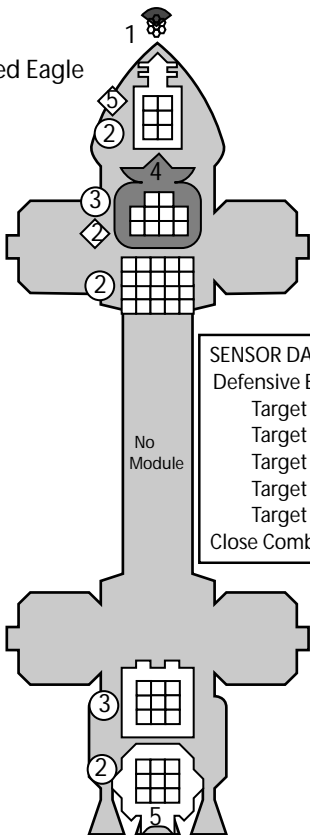
Science Module



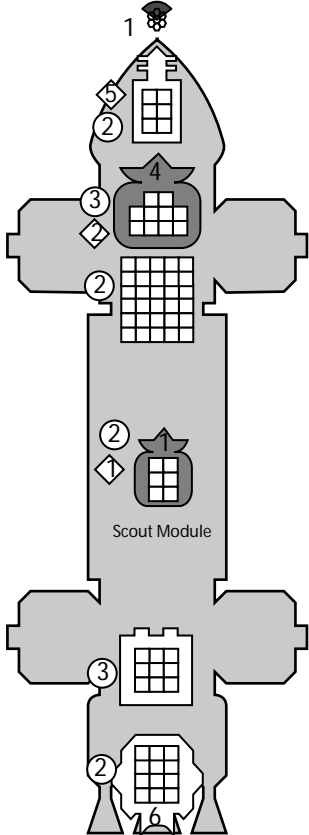
SENSOR DATA

Defensive EW	4
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Close Combat	

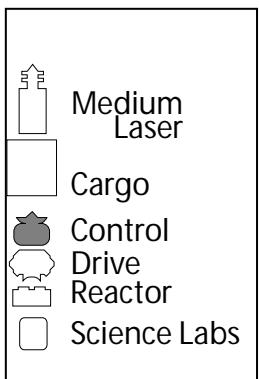
Fast Unloaded Eagle



Booster Packs & Long Range Scout Module



ICON RECOGNITION



SENSOR DATA

Defensive EW	4
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Close Combat	

SENSOR DATA

Defensive EW	5
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Close Combat	