

EA Giant Killer Space Duck (Alpha Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Enormous Unit	Turn Cost 5 x Speed	Fwd/Aft Defense: 24 (20)
In Service: 2247	Turn Delay: 5 x Speed	Stb/Port Defense: 26 (22)
Point Value: 200	Accel/Decel Cost: 20 Thrust	Engine Efficiency: 20/1
Ramming Factor: Guess	Pivot Cost: N/A	Extra Power: -80
Jump Delay: 48 Turns	Roll Cost: N/A	Initiative Penalty: -15
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	5 10 15 20 25 30 35 40 45 50 55 60	
Turn Delay	5 10 15 20 25 30 35 40 45 50 55 60	

WEAPON DATA

<p>Nibbler Class: Molecular Mode: Special Damage: Special Range Penalty: N/A Fire Control: N/A Intercept Rating: N/A cooldown period: 1000 turns Note: Can only affect things in contact with the weapon.</p>	
<p>Quacker Class: Molecular Mode: Raking Damage: Special Range Penalty: -1 per hex Fire Control: +4/+4/+4 Intercept Rating: N/A Rate of Fire: 1 per 4 turns</p>	
<p>Quad Particle Beam Class: Particle Mode: Standard Damage: 1d10+6 Range Penalty: -1 per hex Fire Control: +4/+4/+4 Intercept Rating: -2 Rate of Fire: 4 per turn</p>	
<p>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</p>	

<p>FORWARBITS 1-4Retro Thrust 5-6:Quacker 7-9:Nibbler 10-11:Interceptor 12-18: Forward Struct 19-20:PRIMARY Hit</p>
<p>SIDE HITS 1-4Port/Stb Thrust 5-8Quad Particle Beams 9-12:Interceptor 13-18:Port/Stb Struct 19-20:PRIMARY Hit</p>
<p>AFT HITS 1-6Main Thrust 7-9:Interceptor 10-11:Jump Engine 12-18:Aft Struct 19-20:PRIMARY Hit</p>
<p>PRIMARY HITS 1-11:Primary Struct 12-13:Sensors 14-15:Engine 16-17:Hangar 18-19:Reactor 20:C & C</p>

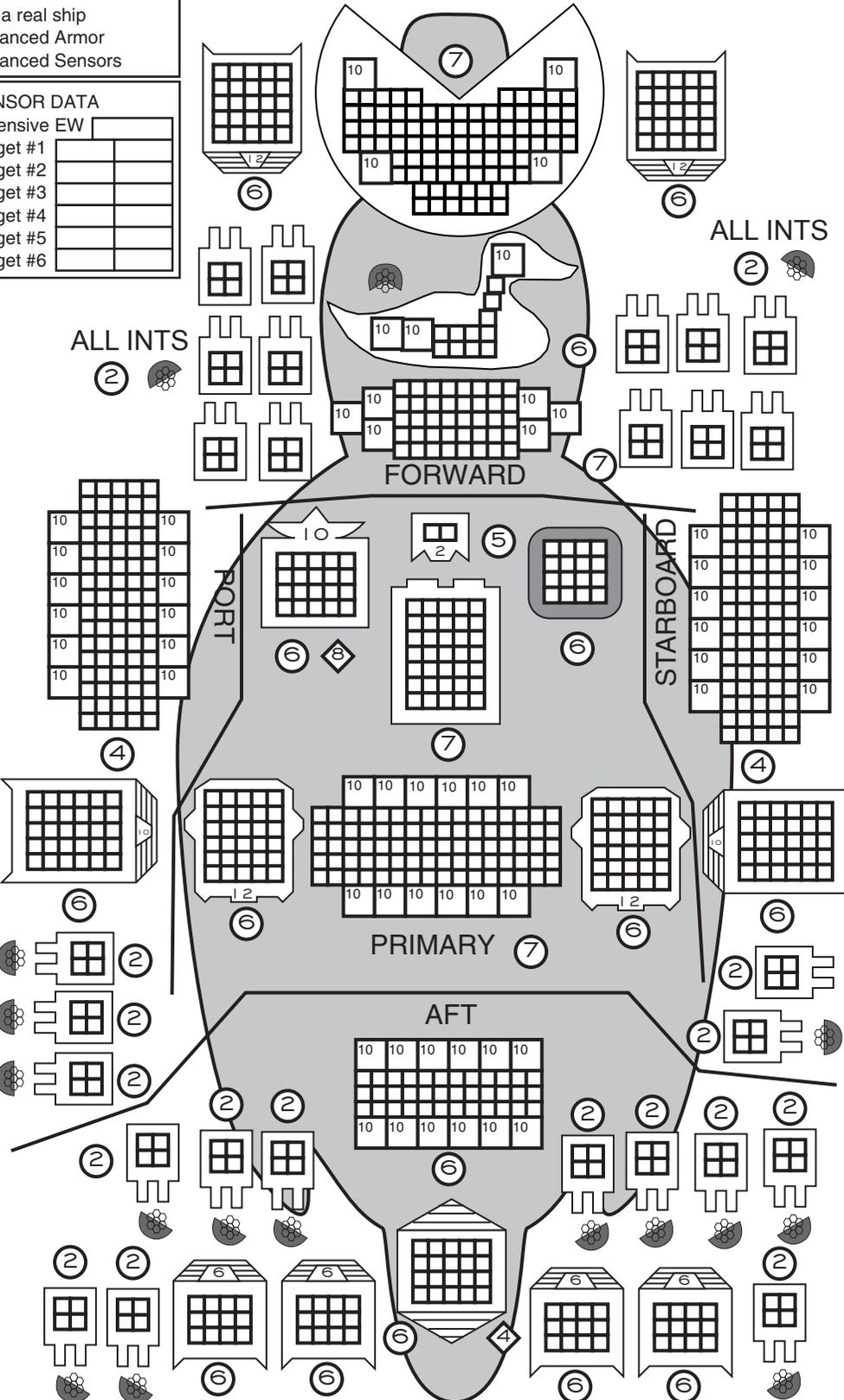
SPECIAL NOTES

Not a real ship
 Advanced Armor
 Advanced Sensors

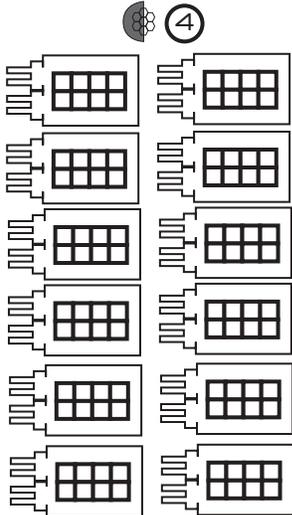
SENSOR DATA

Defensive EW

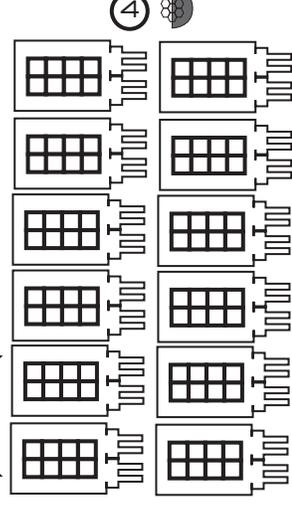
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



ALL Q-P-BEAMS



ALL Q-P-BEAMS



ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Jump Engine
-  Reactor
-  Hangar
-  Vir, do you hear a Quacking sound?
-  Wakka-wakka-wakka-wakka
-  Quad Particle Beam
-  Interceptor

HANGAR

2 Shuttles: Thrust: 3
 Armor: 1 Defense: 8/10

ADAPTIVE ARMOR: 3

Weapon Type	Available/Assigned

Note: Max 1 point per weapon type