

EA Achilles Class Battleship (Beta model)

SPECS

Class: Capital Ship
In Service: 2261
Point Value: 2360
Ramming Factor: 510
Jump Delay: 20 Turns

MANEUVERING

Turn Cost: 4/3 x Speed
Turn Delay: 4/3 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 17 (13)
Stb/Port Defense: 20 (16)
Engine Efficiency: 5/1
Extra Power: +3
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

Class-LH 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

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

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-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

HANGAR

each : 24 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

FORWARD HITS
1-3: Retro Thrust
4-5: Heavy Laser Cannon
6-7: Heavy Pulse Cannon
8: Medium Pulse Cannon
9-10: Interceptor
11: Light Pulse Cannon
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-3: Port/Stb Thrust
4: Heavy Laser Cannon
5: LH-Rack
6: L-Rack
7-10: Particle Beam
11-12: Interceptor
13-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6-7: Heavy Laser Cannon
8: Heavy Pulse Cannon
9-10: Medium Pulse Cannon
11: Light Pulse Cannon
12-13: Interceptor
14-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-7: Primary Struct
8-9: Jump Engine
10-13: Sensors
14-15: Engine
16-18: Hangar
19: Reactor
20: C & C

SPECIAL NOTES

Restricted Deployment (10%)
Only 4 were ever built

