



EA Behemoth Super Battleship

SPECS
 Class: Enormous Unit
 In Service: N/A
 Point Value: 2400
 Ramming Factor: 560
 Jump Delay: 18 Turns

MANEUVERING
 Turn Cost: 2 x Speed
 Turn Delay: 2 x Speed
 Accel/Decel Cost: 6 Thrust
 Pivot Cost: 6+6 Thrust
 Roll Cost: 6+6 Thrust

COMBAT STATS
 Fwd/Aft Defense: 18 (14)
 Stb/Port Defense: 19 (15)
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Penalty: -2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	4	6	8	10	12	14	16	18	20	22	24
Turn Delay	2	4	6	8	10	12	14	16	18	20	22	24

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

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.

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

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

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

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
 1-4: Retro Thrust
 5-6: Hvy Particle Cannon
 7: Heavy Laser
 8-9: Heavy Pulse Cannon
 10: Heavy Interceptor
 11-12: Interceptor
 13-18: Forward Structure
 19-20: PRIMARY Hit

SIDE HITS
 1-4: Port/Stb Thrust
 5-8: Laser/Pulse Array
 9-10: Heavy Interceptor
 11-12: Interceptor
 13-18: Port/Stb Structure
 19-20: PRIMARY Hit

AFT HITS
 1-6: Main Thrust
 7: Heavy Laser
 8: Heavy Pulse
 9-11: Interceptor
 12-18: Aft Structure
 19-20: PRIMARY Hit

PRIMARY HITS
 1-8: Primary Structure
 9-11: Jump Engine
 12-13: Sensors
 14-15: Engine
 16-17: Hangar
 18-19: Reactor
 20: C&C

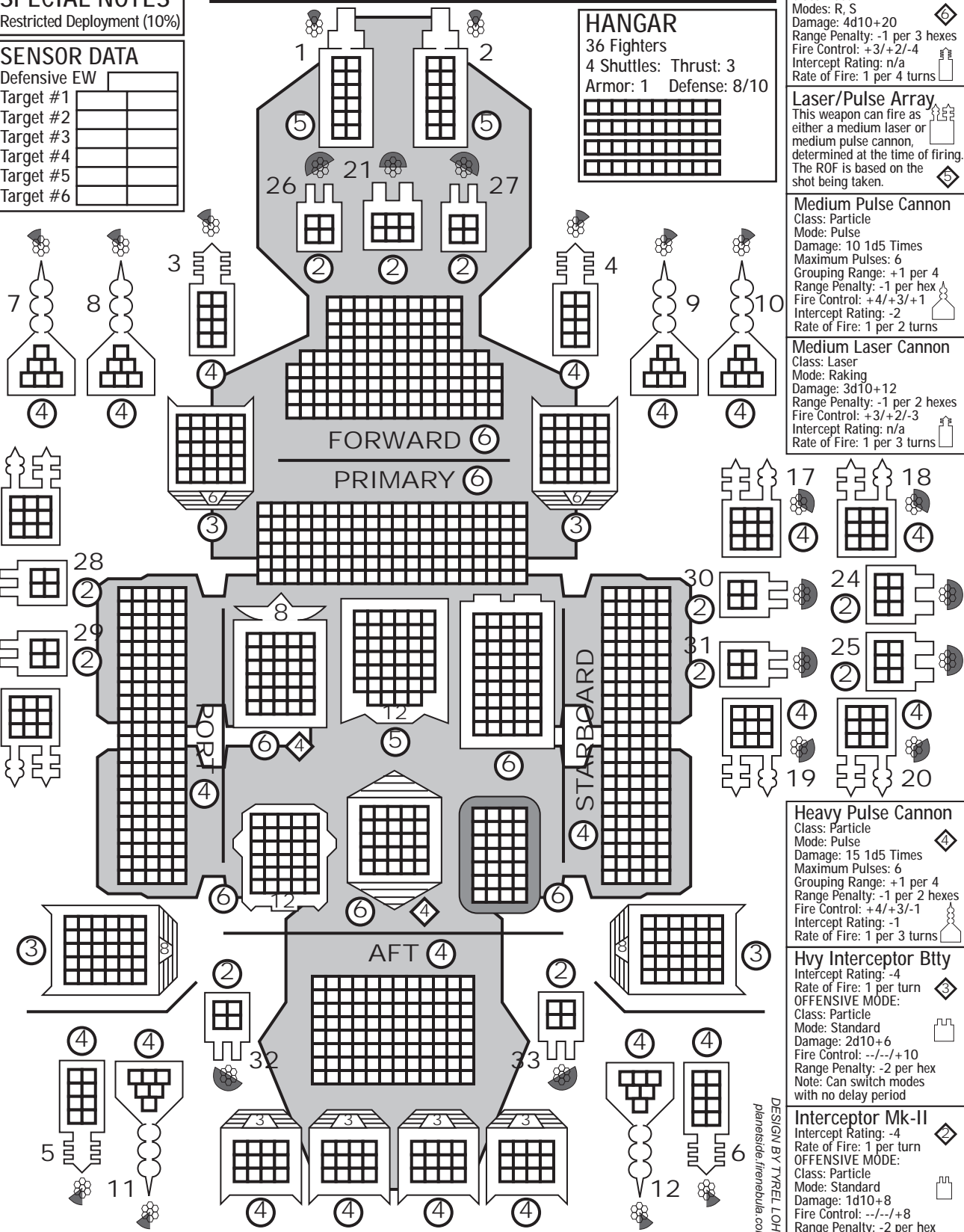
SPECIAL NOTES
 Restricted Deployment (10%)

SENSOR DATA

Defensive EW

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

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



ICON RECOGNITION

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

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