



# EA Medusa Battleship (Alpha Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 3/2 Speed	Fwd/Aft Defense: 16 (13)
In Service: 2240	Turn Delay: 3/2 Speed	Stb/Port Defense: 18 (15)
Point Value: 1800	Accel/Decel Cost: 5 Thrust	Engine Efficiency: 3/1
Ramming Factor: 430	Pivot Cost: 5+5 Thrust	Extra Power: -12
Jump Delay: N/A	Roll Cost: 4+4 Thrust	Initiative Bonus: -2
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 3 5 6 8 9 11 12 14 15 17 18	
Turn Delay	2 3 5 6 8 9 11 12 14 15 17 18	

## WEAPON DATA

**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

**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 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

**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

**Heavy Plasma Cannon**  
 Class: Plasma  
 Modes: Standard  
 Dmg: 4d10+8 (-1 per 2 hexes)  
 Range Penalty: -2 per 3 hexes  
 Fire Control: +3/+1/-5  
 Interception Rating: n/a  
 Rate of Fire: 1 per 3 turns

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

**Interceptor Mk-I**  
 Intercept Rating: -3  
 Rate of Fire: 1 per turn  
**OFFENSIVE MODE:**  
 Class: Particle  
 Modes: Standard  
 Damage: 1d10+5  
 Fire Control: -/-/+6  
 Range Penalty: -2 per hex

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

**SIDE HITS**  
 1-4: Port/Stb Thrust  
 5-6: Laser/Pulse Array  
 7-8: Hvy Plasma Cannon  
 9-10: Interceptor  
 11-18: Port/Stb Struct  
 19-20: PRIMARY Hit

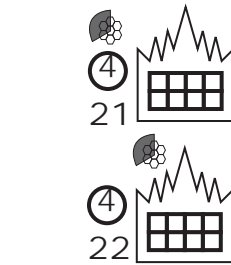
**AFT HITS**  
 1-6: Main Thrust  
 7: Heavy Pulse Cannon  
 8: Heavy Laser Cannon  
 9-10: Interceptor  
 11-18: Aft Struct  
 19-20: PRIMARY Hit

**PRIMARY HITS**  
 1-12: Primary Struct  
 13-14: Sensors  
 15-16: Engine  
 17: Hangar  
 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
- Reactor
- Hangar
- Heavy Laser Cannon
- Heavy Pulse Cannon
- Laser/Pulse Array
- Heavy Plasma Cannon
- Interceptor

