



EA Listening Post [Delta Model]

SPECS
 Class: Capital Base
 In Service: 2240
 Point Value: 800
 Ramming Factor: 220
 Jump Delay: N/A

MANEUVERING
 Turn Cost: N/A
 Turn Delay: N/A
 Accel/Decel Cost: N/A
 Pivot Cost: N/A
 Roll Cost: N/A

COMBAT STATS
 Fwd/Aft Defense: 16 (13)
 Stb/Port Defense: 16 (13)
 Engine Efficiency: N/A
 Extra Power: 0
 Initiative Bonus: N/A

WEAPON DATA
Medium Pulse Cannon
 Class: Particle
 Mode: Pulse
 Damage: 10 1d5 times
 Maximum Pulses: 6
 Pulse Grouping: +1 per 4
 Range Penalty: -1 per hex
 Fire Control: +4/+3/+1
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns

Light Pulse Cannon
 Class: Particle
 Mode: Pulse
 Damage: 8 1d5 times
 Maximum Pulses: 6
 Pulse Grouping: +1 per 4
 Range Penalty: -2 per hex
 Fire Control: +3/+3/+4
 Intercept Rating: -2
 Rate of Fire: 1 per turn

Standard 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: 1 per turn

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

OUTER HANGARS
 6 Fighters each

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

FWD/AFT HITS
 1-3: Interceptor
 4-5: Pulse Cannon
 7-8: Fwd/Aft Hangar
 9-18: Fwd/Aft Structure
 19-20: PRIMARY Hit

SPECIAL NOTES
 ELINT Ship

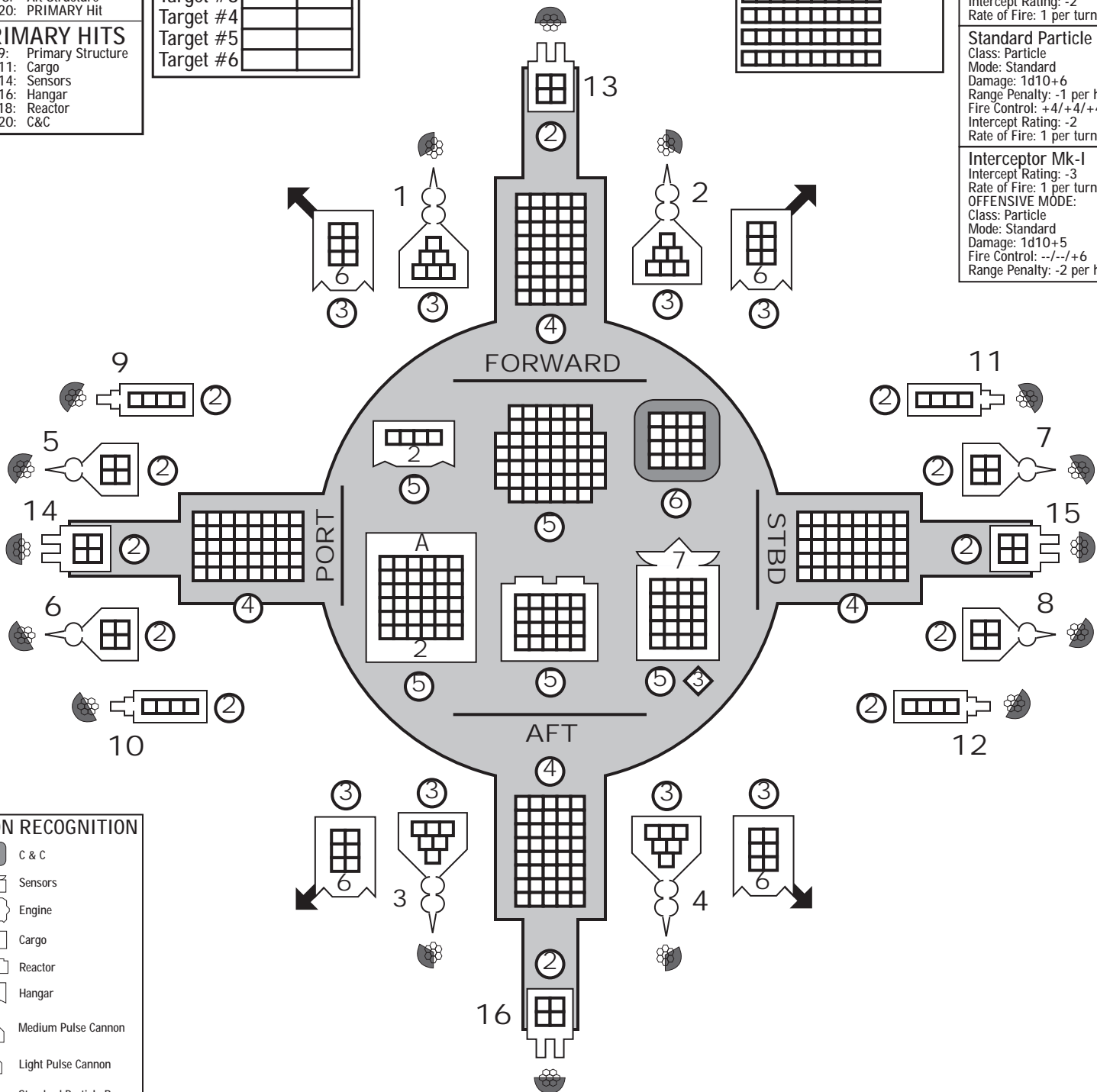
SENSOR DATA

Defensive EW

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

SIDE HITS
 1-3: Interceptor
 4-5: Std. Particle Beam
 6-8: Lt. Pulse Cannon
 9-18: Aft Structure
 19-20: PRIMARY Hit

PRIMARY HITS
 1-9: Primary Structure
 10-11: Cargo
 12-14: Sensors
 15-16: Hangar
 17-18: Reactor
 19-20: C&C



ICON RECOGNITION

	C & C
	Sensors
	Engine
	Cargo
	Reactor
	Hangar
	Medium Pulse Cannon
	Light Pulse Cannon
	Standard Particle Beam
	Interceptor