

EA Hecate Testbed Cruiser (Phi Model)

SPECS

Class: Capital Ship
In Service: 2228-2239
Point Value: 710
Ramming Factor: 290
Jump Delay: 21 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14 (12)
Stb/Port Defense: 16 (14)
Engine Efficiency: 4/1
Power Shortage: -2
Initiative Bonus: +0

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

HANGAR

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

WEAPON DATA

Medium Laser Cannon
Class: Laser
Modes: 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

Light Laser Cannon
Class: Laser
Modes: Raking
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Railgun
Class: Matter
Modes: Standard
Damage: 3d10+3
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Dual Lt Railgun
Class: Matter
Modes: Standard
Damage: 1d10+5
Range Penalty: -1 per hex
Fire Control: +0/+2/+3
Intercept Rating: n/a
Rate of Fire: 1 per turn

Med. Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 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 Prototype
Intercept Rating: -2
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+3
Fire Control: -/-/+4
Range Penalty: -2 per hex

FORWARD HITS

1-4: Retro Thrust
5-6: Railgun
7-10: Med Plasma Cannon
11-12: Interceptor
13-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Medium Laser
7-8: Light Laser
9-11: Dual Railgun
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-10: Jump Engine
11-13: Interceptor
14-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-10: Primary Structure
11-12: Std Particle Beam
13-14: Sensors
15-16: Engine
17-18: Hangar
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

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Medium Laser
- Light Laser
- Railgun
- Dual Lt Railgun
- Md. Plasma Cannon
- Std Particle Beam
- Interceptor

