

# E A Phalanx Battleship (Alpha Model)



## SPECS

Class: Capital Ship  
In Service: 2238  
Point Value: 1100  
Ramming Factor: 360  
Jump Delay: 24 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 4/3 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16 (13)  
Stb/Port Defense: 17 (14)  
Engine Efficiency: 3/1  
Extra Power: 0  
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	2	3	4	6	7	8	10	11	12	14	15	16

## WEAPON DATA

### Particle Cannon

Class: Particle  
Modes: Raking  
Damage: 2d10+15  
Range Penalty: -1 per 2 hexes  
Fire Control: +5/+4/+2  
Intercept Rating: -1  
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

### 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

### 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

### Class-L Missile Rack

Class: Ballistic  
Missiles: 20  
Range Penalty: None (+10)  
Fire Control: +3/+3/+3  
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-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

### Standard Missile B

Mode: Standard  
Damage: 20  
Max Range: 20 hexes  
Fire Control: +3 /+3 /+3  
Intercept Rating: n/a

### Heavy Missile H

Mode: Standard  
Damage: 30  
Max Range: 10 hexes  
Fire Control: +3 /+3 /+0  
Intercept Rating: n/a

### Long Range Missile L

Mode: Standard  
Damage: 15  
Max Range: 30 hexes  
Fire Control: +3 /+3 /+3  
Intercept Rating: n/a

### Flash Missile F

Mode: Flash  
Damage: 20  
Max Range: 20 hexes  
Fire Control: +3 /+3 /+3  
Intercept Rating: n/a

## FORWARD HITS

1-3: Retro Thrust  
4-5: Medium Laser  
6: Railgun  
7-8: Med Plasma Cannon  
9: Interceptor  
10-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-3: Port/Stb Thrust  
4-5: Particle Cannon  
6: Missile Rack  
7-8: Med Plasma Cannon  
9: Interceptor  
10-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Railgun  
9: Med Plasma Cannon  
10-11: Interceptor  
12-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-7: Primary Struct  
8-9: Std Particle beam  
10-11: Sensors  
12-13: Jump Engine  
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

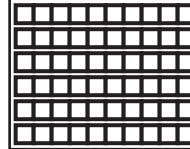
Target #6

## MAIN HANGAR

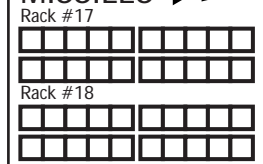
0 Fighters

6 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10



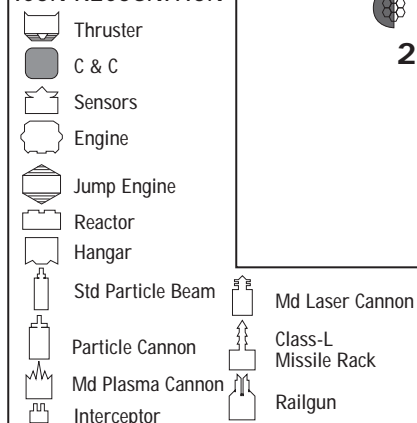
## MISSILES



## HANGAR

24 Fighters  
0 Shuttles

## ICON RECOGNITION



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