

E A Phalanx Battleship (Delta Model)

SPECS

Class: Capital Ship
In Service: 2251
Point Value: 1400
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



2ND EDITION

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

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

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

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 Pulse Cannon
- 9: Interceptor
- 10-18: Forward Struct
- 19-20: PRIMARY Hit

SIDE HITS

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

AFT HITS

- 1-6: Main Thrust
- 7-8: Railgun
- 9: Med Pulse 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

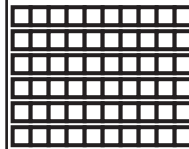
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

MAIN HANGAR

0 Fighters

6 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10



MISSILES

Rack #17



Rack #18

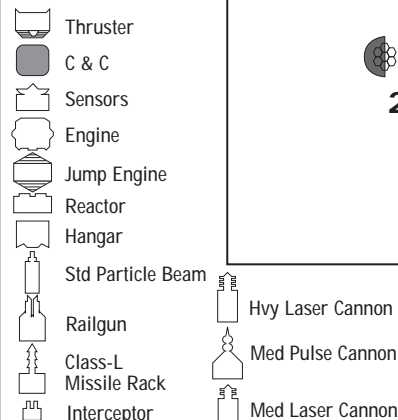


HANGAR

24 Fighters

0 Shuttles

ICON RECOGNITION



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