

EA Spooky Barrage Ship

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 4/3 Speed	Fwd/Aft Defense: 16 (13)
In Service: 2242	Turn Delay: 4/3 Speed	Stb/Port Defense: 17 (14)
Point Value: ?????	Accel/Decel Cost: 6	Engine Efficiency: 4/1
Ramming Factor: 270	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 24 turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 3 4 6 7 8 10 11 12 14 15 16	
Turn Delay	2 3 4 6 7 8 10 11 12 14 15 16	

PRIMARY HITS

- 1-6 Primary Structure
- 7-8 SPB
- 9-10 Type-T Missile Rack
- 11 Jump Drive
- 12-13 Sensor
- 14-15 Engine
- 16-17 hangar
- 18-19 Reactor
- 20 C&C

FORWARD HITS

- 1-3 Retro Thrust
- 4-7 Medium L/P Array
- 8-10 Interceptor
- 11-18 Forward Structure
- 19-20 Primary Hit

AFT HITS

- 1-6 Main Thrust
- 7-9 Drydock
- 10-12 Interceptor
- 13-18 Aft Structure
- 19-20 Primary Hit

SIDE HITS

- 1-4 Prt/Stb Thruster
- 5-8 Light Pulse/Trgt Laser
- 9-12 Interceptor
- 13-16 Prt/Stb Structure
- 17-19 Hvy Particle / Reactor Pod
- 20 Primary Hit

WEAPON DATA

Medium Pulse Cannon

Class: Particle
 Modes: Pulse
 Damage: 10x5 (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
 Modes: Pulse
 Damage: 8x5 (4)
 Range Penalty: -2 per hex
 Fire Control: +3/+3/+4
 Intercept Rating: -2
 Rate of Fire: 1 per turn

Standard Partical Beam

Class: Particle
 Modes: Standard
 Damage: 1d10+6
 Range Penalty: -1 per 1 hex
 Fire Control: +4/+4/+4
 Intercept Rating: -2
 Rate of Fire: 1 per turn

Interceptor MK-1

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

Class-T Missile Rack

Class: Ballistic
 Modes: Standard
 Damage: 20
 Range Penalty: 20 hex Range
 Fire Control: +3/+3/+3
 Intercept Rating: n/a
 Rate of Fire: 1 per turn

Medium Laser Cannon

Class: Laser
 Modes: R, S
 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

Hvy Particle Cannon

Class: Particle
 Modes: Raking
 Damage: 6d10+60
 Range Penalty: -1 per 3 hexes
 Fire Control: +6/+4/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per 6 turns

SENSOR DATA

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

Pod

Cargo

2

Reactor Pod

10

Targeting Laser

Class: Laser
 Modes: Standard
 Damage: Special
 +10 to hit
 Range Penalty: -1 per 4 hexes
 Fire Control: +3/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per turn

Targeting Laser

Class: Laser
 Modes: Standard
 Damage: Special
 +10 to hit
 Range Penalty: -1 per 4 hexes
 Fire Control: +3/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per turn

Targeting Laser

Class: Laser
 Modes: Standard
 Damage: Special
 +10 to hit
 Range Penalty: -1 per 4 hexes
 Fire Control: +3/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per turn

