

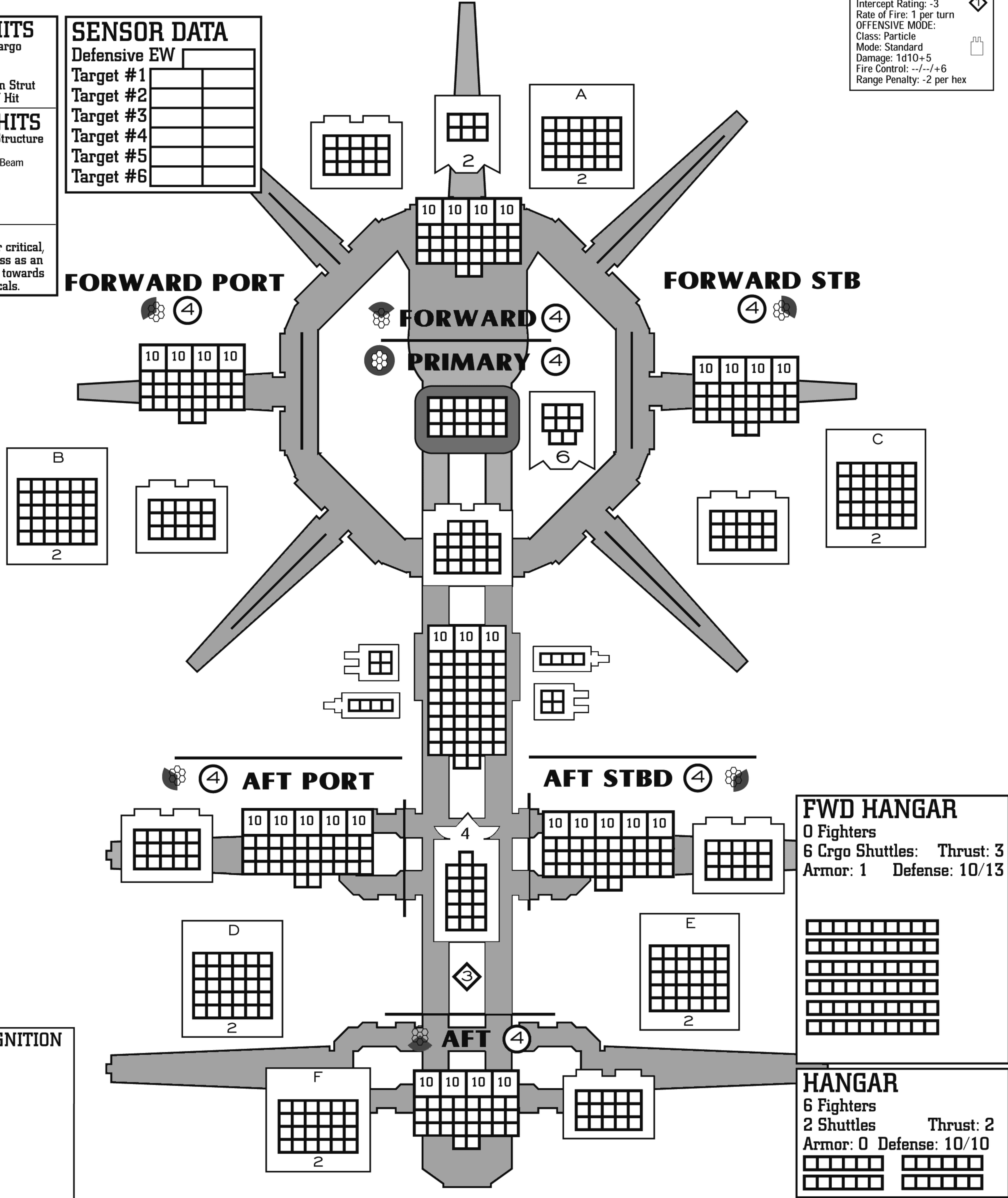
EA HCV Shipyard

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Base	Turn Cost: N/A	Fwd/Aft Defense: 20 (17)
In Service: N/A	Turn Delay: N/A	Stb/Port Defense: 20 (17)
Point Value: 530	Accel/Decel Cost: N/A	Engine Efficiency: N/A
Ramming Factor: 700	Pivot Cost: N/A	Extra Power: +0
Jump Delay: N/A	Roll Cost: N/A	Initiative Bonus: N/A

WEAPON DATA	
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	

SECTION HITS	
1-4:	Hangar/Cargo
5-6:	Reactor
7-15:	Structure
16-18:	Connection Strut
19-20:	PRIMARY Hit
PRIMARY HITS	
1-9:	Primary Structure
10:	Interceptor
11:	Std Particle Beam
12-13:	Sensors
14-15:	Hangar
16-18:	Reactor
19-20:	C&C
SPECIAL RULE:	
On an outer reactor critical, count any power loss as an additional modifier towards future reactor criticals.	

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



ICON RECOGNITION	
	C & C
	Sensors
	Cargo
	Reactor
	Hangar
	Std Particle Beam
	Interceptor