

Name: _____ Counter: _____



EA Medusa Battleship (Alpha Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 4/3 Speed	Fwd/Aft Defense: 17 (14)
In Service:	Turn Delay: 4/3 Speed	Stb/Port Defense: 19 (16)
Point Value:	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 4/1
Ramming Factor: 400	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: 24 Turns	Roll Cost: 3+3 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	

WEAPON DATA

Heavy Pulse Cannon
 Class: Particle
 Mode: Pulse
 Damage: 15 1d5 Times
 Maximum Pulses: 6
 Grouping Range: +1 per 4
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+3/-1
 Intercept Rating: -1
 Rate of Fire: 1 per 3 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

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-S Missile Rack
 Class: Ballistic
 Missiles: 20
 Range Penalty: None
 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

FORWARD HITS
 1-3: Retro Thrust
 4-5: Medium Laser
 6-7: Missile Rack
 8-9: Med Pulse Cannon
 10-12: Interceptor
 13-18: Forward Struct
 19-20: PRIMARY Hit

SIDE HITS
 1-4: Port/Stb Thrust
 5-6: Hvy Pulse Cannon
 7: Med Pulse Cannon
 8-11: Std Particle Beam
 13: Interceptor
 14-18: Port/Stb Struct
 19-20: PRIMARY Hit

AFT HITS
 1-6: Main Thrust
 7-8: Hvy Pulse Cannon
 9-10: Med Pulse Cannon
 11-12: Interceptor
 13-18: Aft Struct
 19-20: PRIMARY Hit

PRIMARY HITS
 1-8: Primary Struct
 9-10: Jump Engine
 11-13: Sensors
 14-15: Engine
 16-17: Hangar
 18-19: Reactor
 20: C & C

SPECIAL NOTES

Restricted Deployment (10%)

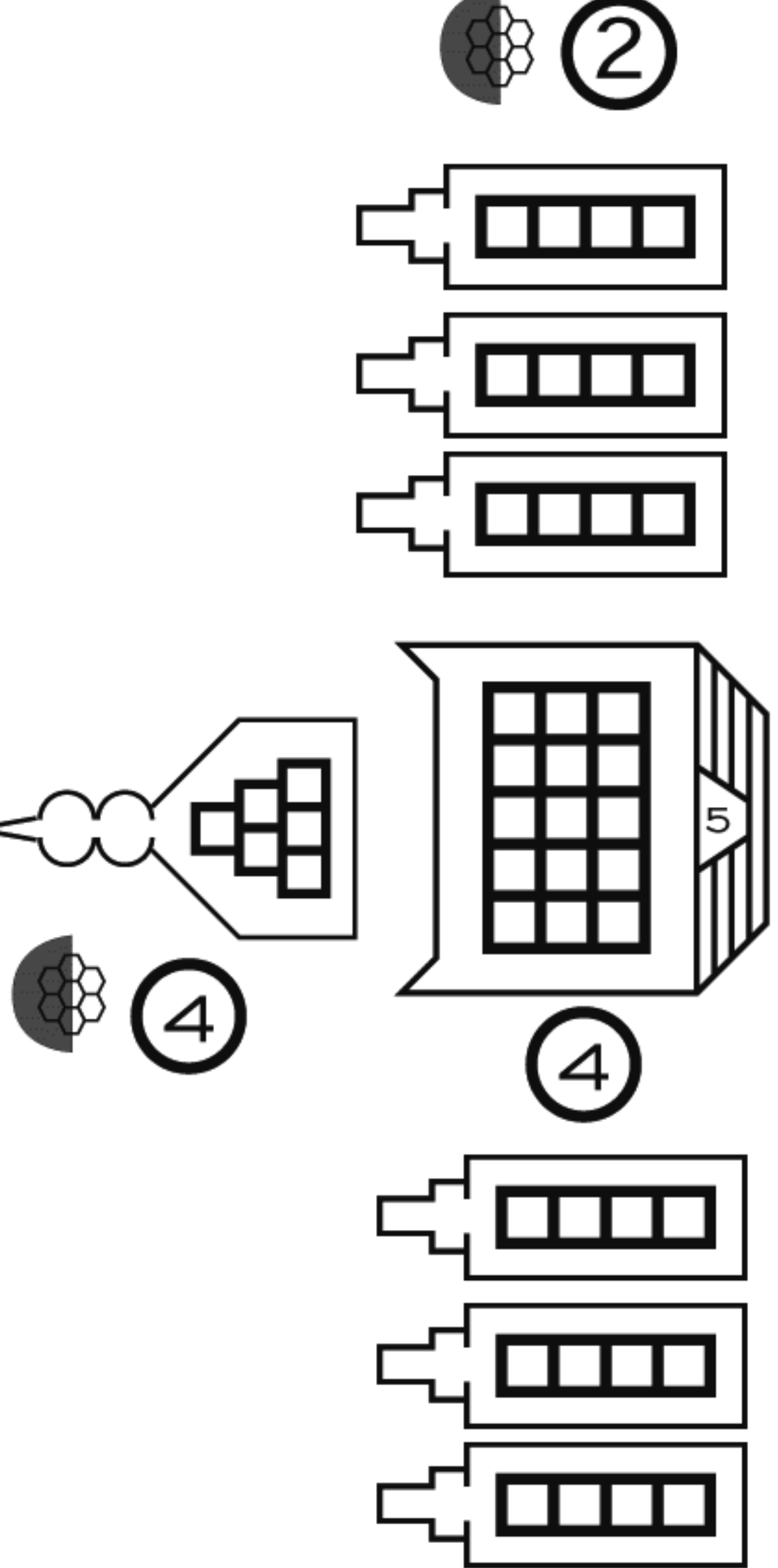
SENSOR DATA

Defensive EW

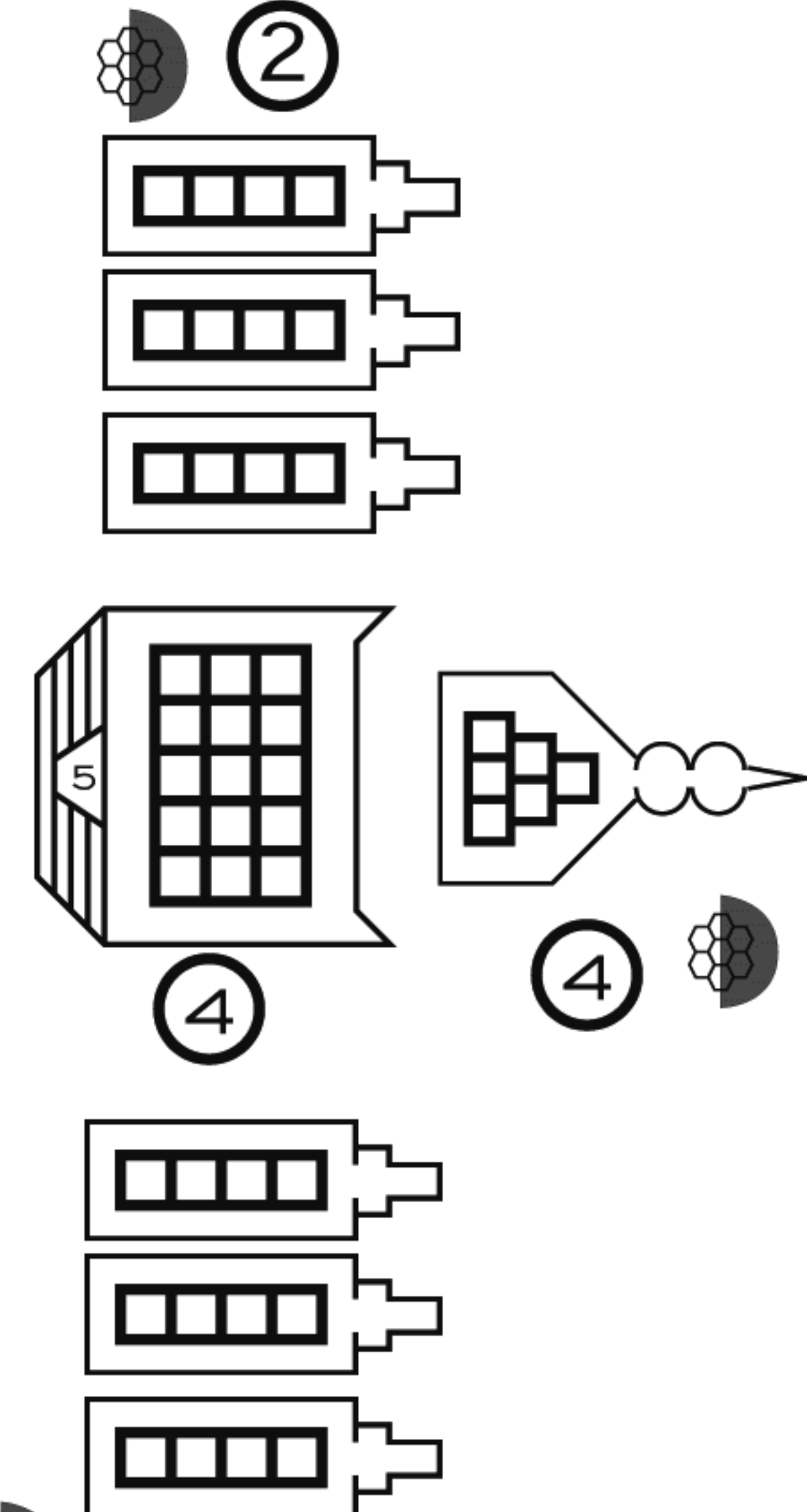
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

MISSILES

ALL P-BEAMS

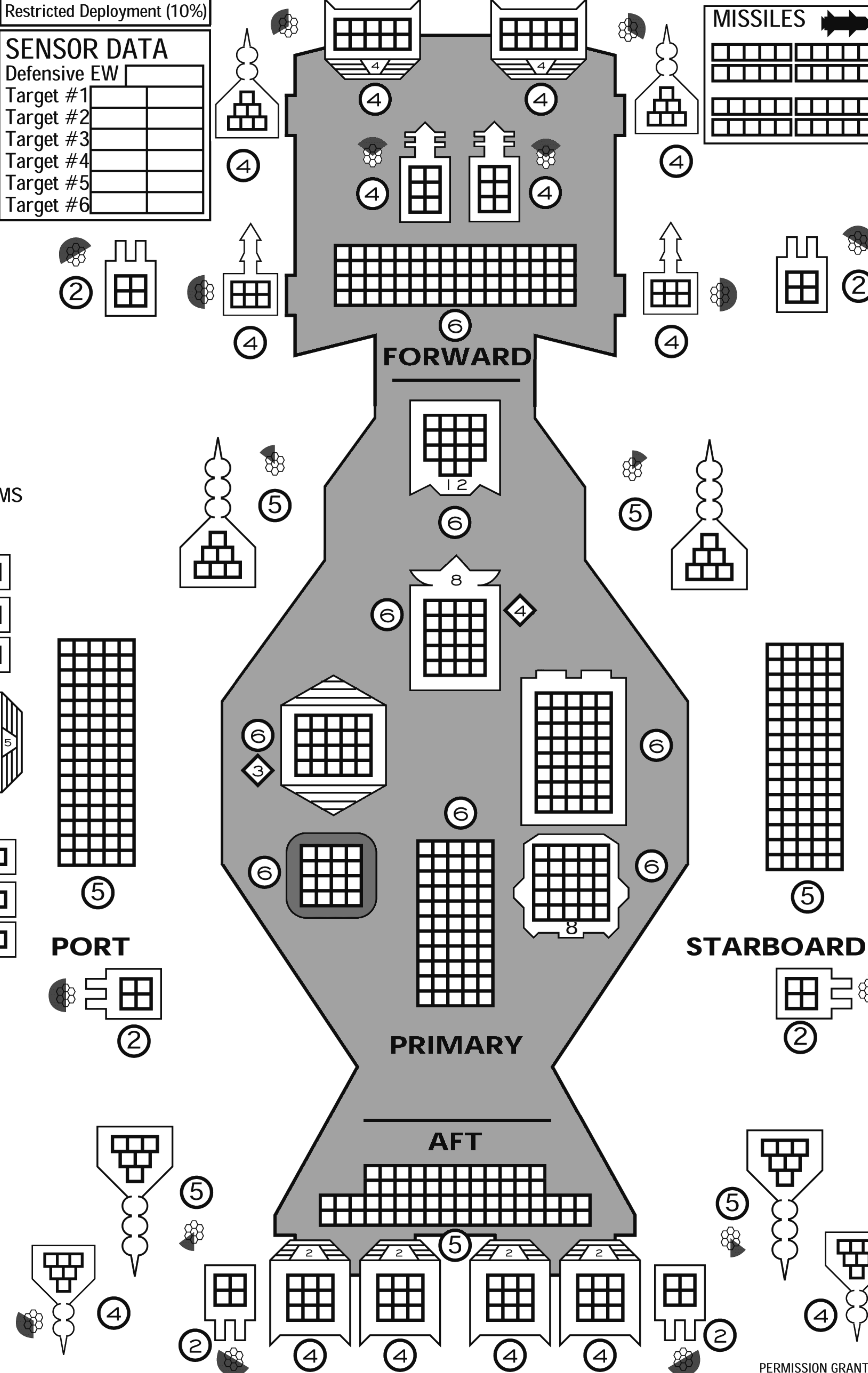


ALL P-BEAMS



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Hvy Pulse Cannon
- Med Laser Cannon
- Class-S Missile Rack
- Med. Pulse Cannon
- Std Particle Beam
- Interceptor



Interceptor Mk-1
 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

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