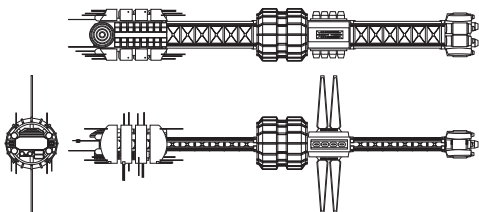




EA Explorer Survey Ship Upg. (Beta Model)



SPECS	MANEUVERING	COMBAT STATS
Class: Enormous Unit	Turn Cost: 2 x Speed	Fwd/Aft Defense: 18 (14)
In Service: 2264	Turn Delay: 2 x Speed	Stb/Port Defense: 20 (16)
Point Value: 1250	Accel/Decel Cost: 8 Thrust	Engine Efficiency: 3/1
Ramming Factor: 720	Pivot Cost: N/A	Extra Power: 0
Jump Delay: 20 Turns	Roll Cost: 4+6 Thrust	Initiative Penalty: -4
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 4 6 8 10 12 14 16 18 20 22 24	
Turn Delay	2 4 6 8 10 12 14 16 18 20 22 24	

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
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-II	Intercept Rating: -4
	Rate of Fire: 1 per turn
	OFFENSIVE MODE:
	Class: Particle
	Mode: Standard
	Damage: 1d10+8
	Fire Control: --/+/+8
	Range Penalty: -2 per hex

FORWARD HITS
1-4: Retro Thrust
5-6: Heavy Pulse Cannon
7-9: Interceptor
10-16: Forward Struct
17-18: Fwd Connection Strut
19-20: PRIMARY Hit

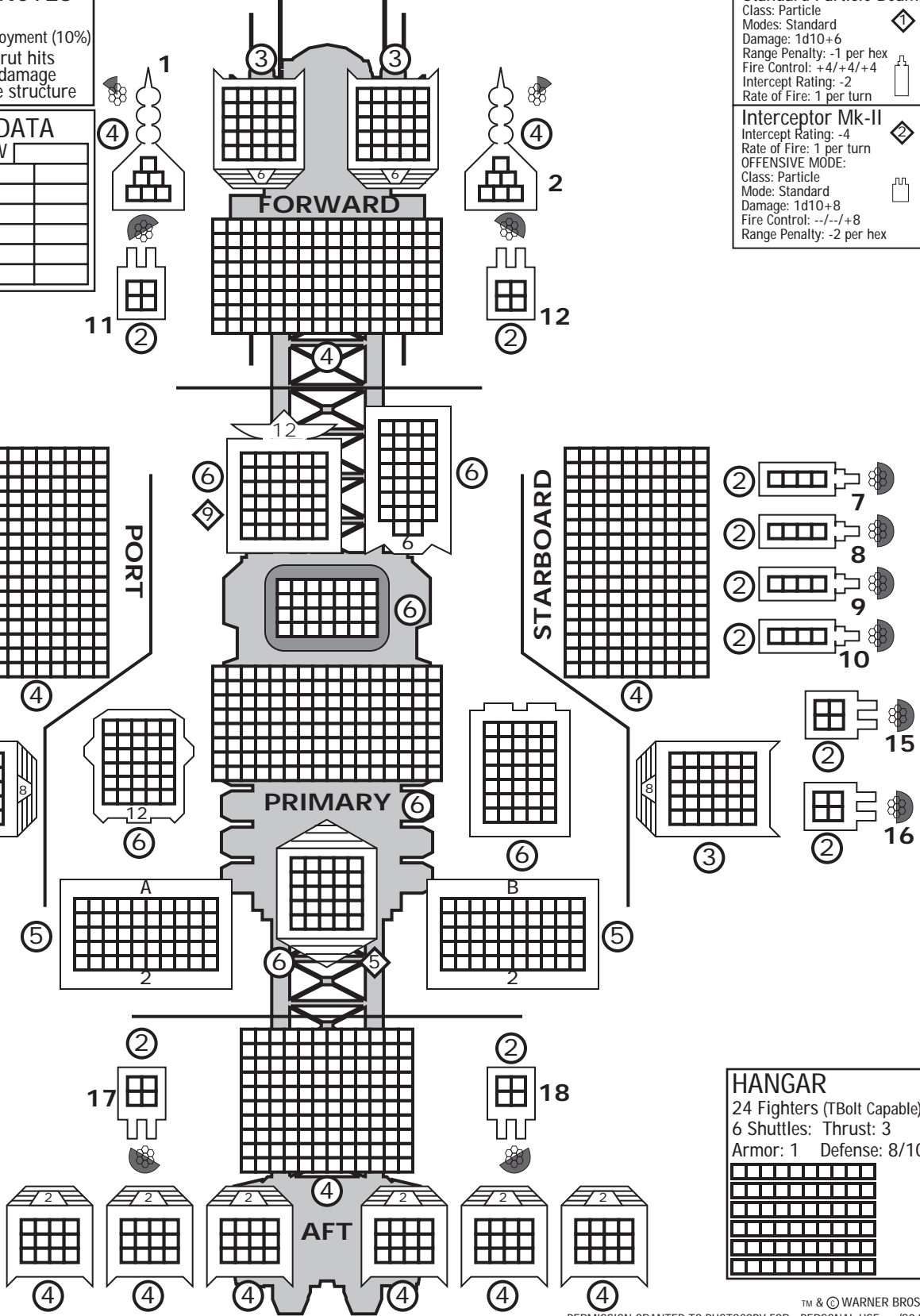
SPECIAL NOTES
 ELINT Ship
 Restricted Deployment (10%)
 Connection Strut hits score double damage to appropriate structure

SIDE HITS
1-4: Port/Stb Thrust
5-8: Particle Beam
9-12: Interceptor
13-16: Port/Stb Struct
17-18: Port/Stb Conn. Strut
19-20: PRIMARY Hit

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

AFT HITS
1-6: Main Thrust
7-9: Interceptor
10-16: Aft Struct
17-18: Aft Connection Strut
19-20: PRIMARY Hit

PRIMARY HITS
1-6: Primary Struct
7-8: Cargo A
9-10: Cargo B
11: Jump Engine
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Cargo
	Std Particle Beam
	Heavy Pulse Cannon
	Interceptor

HANGAR	
24 Fighters (TBolt Capable)	
6 Shuttles: Thrust: 3	
Armor: 1 Defense: 8/10	