

# EA Medusa Battleship (Alpha Model)

## SPECS

Class: Capital Ship  
In Service: Never  
Point Value: 1800  
Ramming Factor: 460  
Jump Delay: 20 Turns

## MANEUVERING

Turn Cost: 2 x Speed  
Turn Delay: 2 x Speed  
Accel/Decel Cost: 6 Thrust  
Pivot Cost: N/A  
Roll Cost: 4+4 Thrust

## COMBAT STATS

Fwd/Aft Defense: 19 (15)  
Stb/Port Defense: 21 (17)  
Engine Efficiency: 3/1  
Power Shortage: -5  
Initiative Bonus: +0

## 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

**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

**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

**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

## SPECIAL NOTES

Not a Real Ship  
Adds +1 initiative bonus to all EA ships in the scenario (including itself)

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## FORWARD HITS

1-3: Retro Thrust  
4-7: Heavy Laser Cannon  
8-9: Railgun  
10-12: Interceptor  
13-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5-8: Hvy Pulse Cannon  
9-12: Std Particle Beam  
13-15: Interceptor  
16-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-10: Heavy Laser  
11-12: Railgun  
13-14: Interceptor  
15-18: Aft Struct  
19-20: PRIMARY Hit

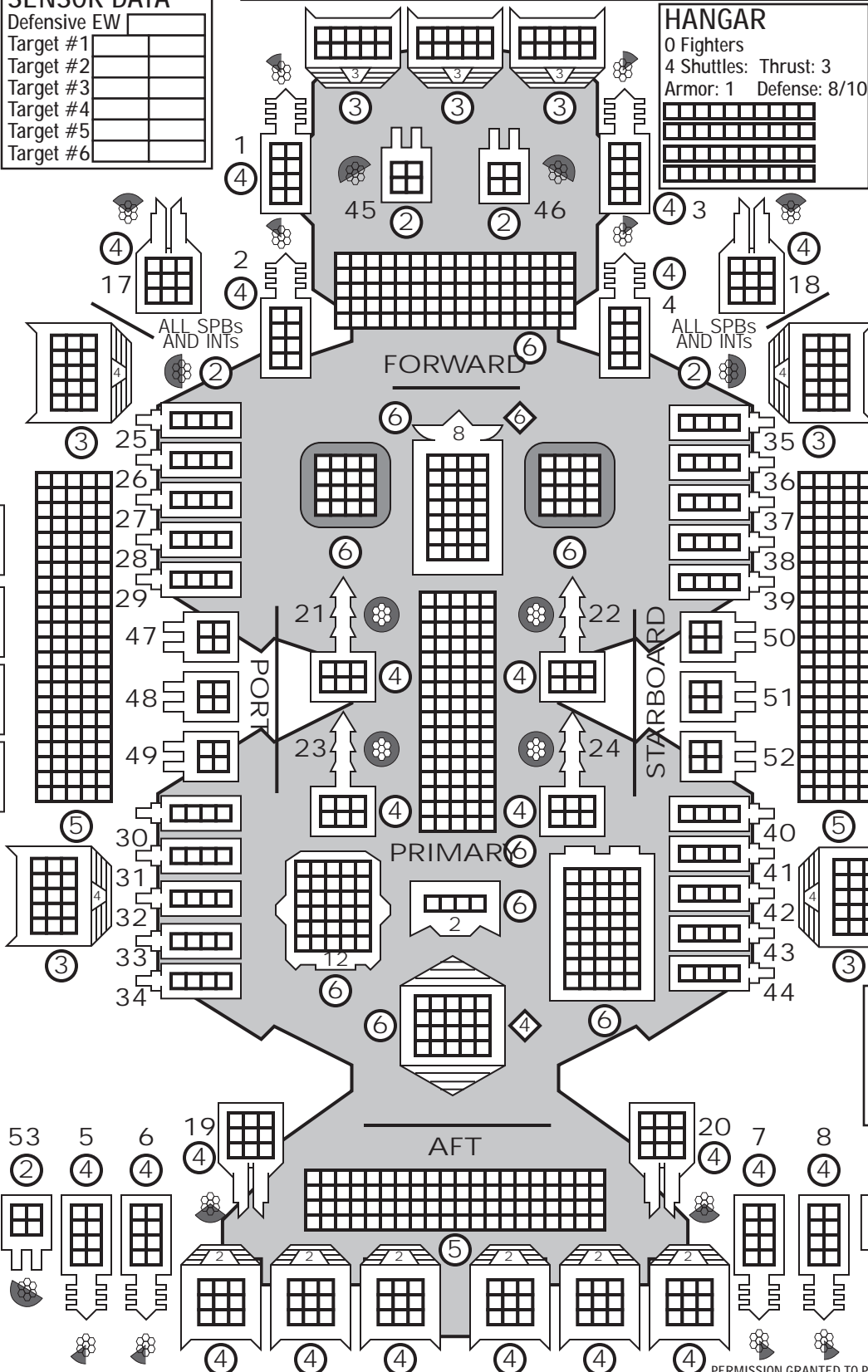
## PRIMARY HITS

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

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

## HANGAR

0 Fighters  
4 Shuttles: Thrust: 3  
Armor: 1 Defense: 8/10



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Std Particle Beam
- Railgun
- Heavy Laser Cannon
- Heavy Pulse Cannon
- Interceptor

## MISSILES

Each Class-L Rack holds 20 missiles. There are four such racks, so space precludes the usual tracking check-off boxes. Use any handy sheet of paper instead.