

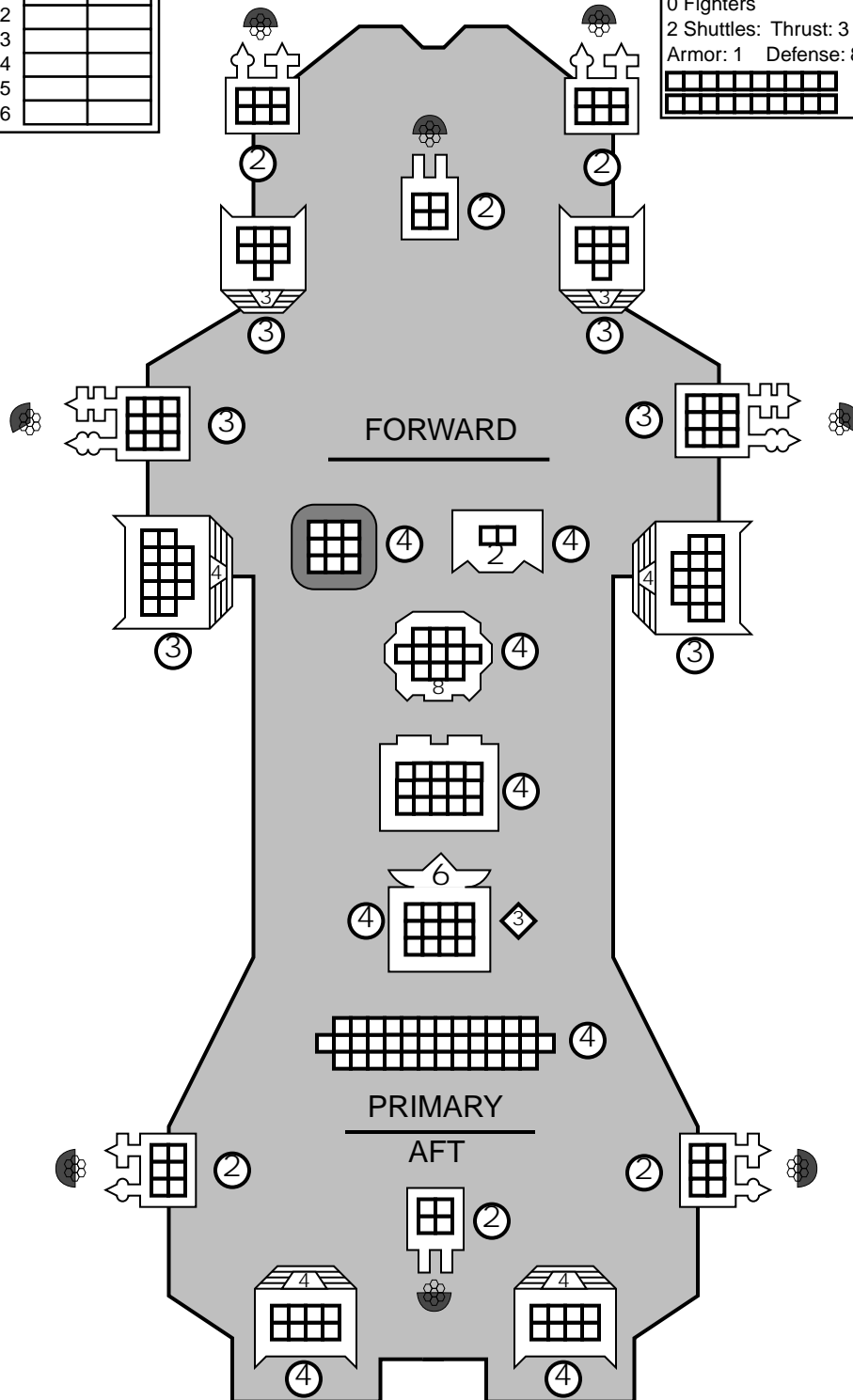
EA Tethys LPA Cutter (Xi Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 13 (10)
In Service: 2264	Turn Delay: 1/2 Speed	Stb/Port Defense: 13 (10)
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 40	Pivot Cost: 1+1 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1+1 Thrust	Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

FORWARD HITS
1-6:Retro Thrust
7-8:Laser/Pulse Array
9-10:Lt LPA (Front)
11-12:Interceptor
13-17:Structure
18-20:PRIMARY Hit
AFT HITS
1-8:Main Thrust
9-10:Lt LPA (Rear)
11-12:Interceptor
13-17:Structure
18-20:PRIMARY Hit
PRIMARY HITS
1-8:Port/Stb Thrust
9-11:Sensors
12-14:Engine
15-16:Hangar
17-19:Reactor
20:C & C

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

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



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Laser/Pulse Array
Lt Laser/Pulse Array
Interceptor



WEAPON DATA
Laser/Pulse Array This weapon can fire as either a medium laser or medium pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.
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
Lt Laser/Pulse Array This weapon can fire as either a light laser or light pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.
Light Laser Cannon Class: Laser Mode: Raking Damage: 2d10+7 Range Penalty: -1 per hex Fire Control: +2/+1/-2 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
Light Pulse Cannon Class: Particle Mode: Pulse Damage: 8 1d5 Times Maximum Pulses: 6 Grouping Range: +1 per 4 Range Penalty: -2 per hex Fire Control: +3/+3/+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