

EA Tethys Rail Cutter (Lambda Model)

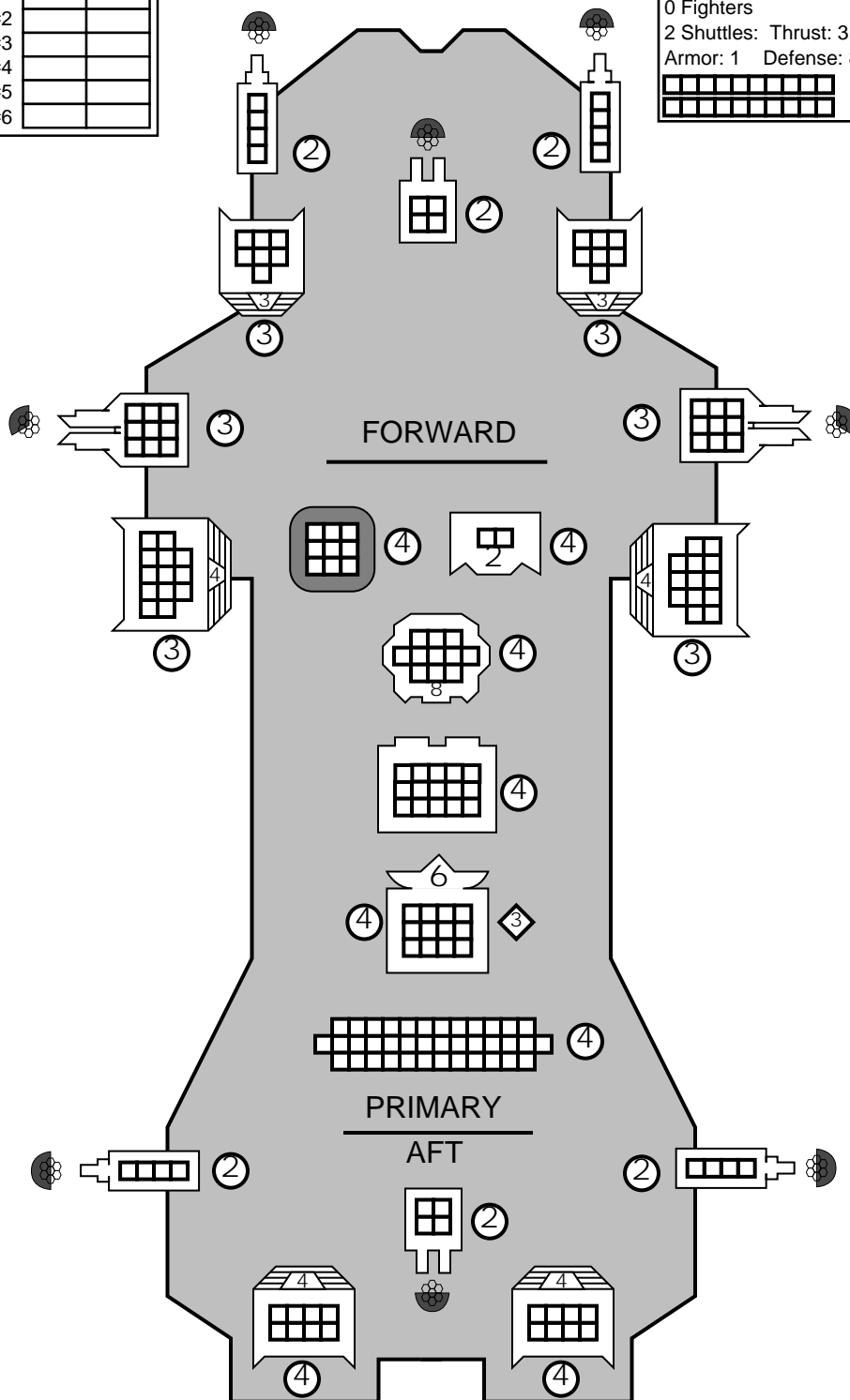
SPECS					MANEUVERING					COMBAT STATS				
Class: Medium Ship					Turn Cost1/3 Speed					Fwd/Aft Defense: 13 (10)				
In Service: 2247					Turn Delay: 1/2 Speed					Stb/Port Defense: 13 (10)				
Point Value:					Accel/Decel Cost: 2 Thrust					Engine Efficiency: 2/1				
Ramming Factor: 40					Pivot Cost: 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	2	2	2	3	3	3	4	4	4		
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6		

WEAPON DATA	
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	
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	

FORWARBITS
1-6Retro Thrust
7-8Rail Gun
9-10:Std Particle Beam (Fwd)
11-12Interceptor
13-17Structure
18-20PRIMARY Hit
AFT HITS
1-8Main Thrust
9-10:Std Particle Beam (Rear)
11-12Interceptor
13-17Structure
18-20PRIMARY Hit
PRIMARY HITS
1-8Port/Stb Thrust
9-11Sensors
12-14Engine
15-16Hangar
17-19Reactor
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
	Railgun
	Std Particle Beam
	Interceptor