

EA Hermes Light Carrier (Epsilon Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14 (11)
In Service: 2245	Turn Delay: 2/3 Speed	Stb/Port Defense: 14 (11)
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 130	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 24 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	



WEAPON DATA

Class-S Missile Rack	0
Class: Ballistic	
Missiles: 20	
Range Penalty: None	
Fire Control: +3/+3/+3	
Rate of Fire: 1 per 2 turns	
Standard Particle Beam	1
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	

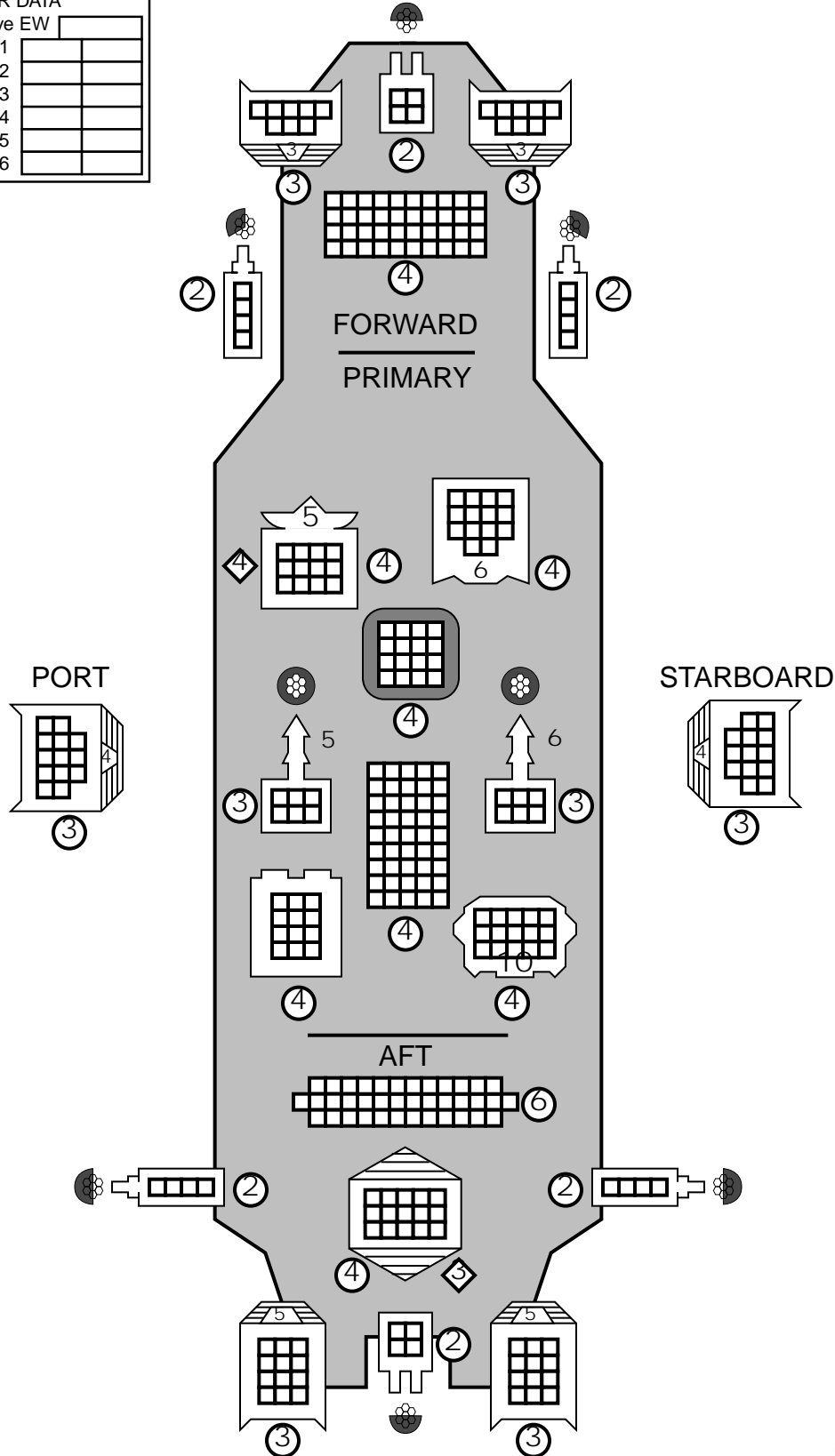
FORWARD HITS
 1-4: Retro Thrust
 5-6: Std Particle Beam
 7-8: Interceptor
 9-18: Forward Struct
 19-20: PRIMARY Hit

AFT HITS
 1-6: Main Thrust
 7-8: Std Particle Beam
 9-10: Interceptor
 11-12: Jump Engine
 13-18: Aft Struct
 19-20: PRIMARY Hit

PRIMARY HITS
 1-6: Primary Struct
 7-8: Port/Stb Thrust
 9-10: Missile Rack
 11-12: Sensors
 13-14: Engine
 15-17: Hangar
 18-19: Reactor
 20: C & C

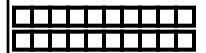
SENSOR DATA

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



HANGAR

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



MISSILES

Rack #5	
Rack #6	

ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Std Particle Beam
	Class-S Missile Rack
	Interceptor