

## EA Poseidonova Superdreadnought (Beta Model)

### SPECIAL RULES

The small reactors power only the HPartC's they're attached to and cannot be used for anything else. (No other reactors can power these weapons.) If these reactors are destroyed, the HPartC's attached to them are destroyed. If they take 3 or more hits, they can only power one HPartC. No other criticals apply.

### SPECS

Class: Capital Ship  
In Service: Eventually  
Point Value: Too Big  
Ramming Factor: 400  
Jump Delay: 24 Turns

### MANEUVERING

Turn Cost: 3/2 Speed  
Turn Delay: 3/2 Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 3+3 Thrust

### COMBAT STATS

Fwd/Aft Defense: 16 (12)  
Stb/Port Defense: 19 (15)  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +0

### WEAPON DATA

Hvy Particle Cannon  
Class: Particle  
Mode: Raking  
Damage: 6d10+60  
Range Penalty: -1 per 3 hexes  
Fire Control: +6/+4/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per 6 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

Interceptor Mk-II  
Class: Particle  
Mode: Standard  
Damage: 1d10+8  
Fire Control: -/-/+8  
Range Penalty: -2 per hex

Hvy Interceptor Btty  
Intercept Rating: -4  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Particle  
Mode: Standard  
Damage: 2d10+6  
Fire Control: -/-/+10  
Range Penalty: -2 per hex  
Note: Can switch modes with no delay period

### FORWARBIT

1-4 Retro Thrust  
5-6 Pulse Cannon  
7-9 Hvy Interceptor Btty  
10-18: Forward Struct  
19-20: PRIMARY Hit

### SIDE HITS

1-3 Port/Stb Thrust  
4-6 Interceptor  
7-10 Hvy Particle Cannon  
11-12 HPartC Reactor  
13-18 Port/Stb Struct  
19-20: PRIMARY Hit

### AFT HITS

1-6 Main Thrust  
7-9 Pulse Cannon  
10-12 Hvy Interceptor Btty  
13-18 Aft Struct  
19-20: PRIMARY Hit

### PRIMARY HITS

1-10: Primary Struct  
11-12: Jump Engine  
13-14: Sensors  
15-16: Engine  
17: Primary Hangar  
18-19: Reactor  
20: C & C

### SPECIAL NOTES

Adds +1 initiative bonus to all EA ships in the scenario (including itself)

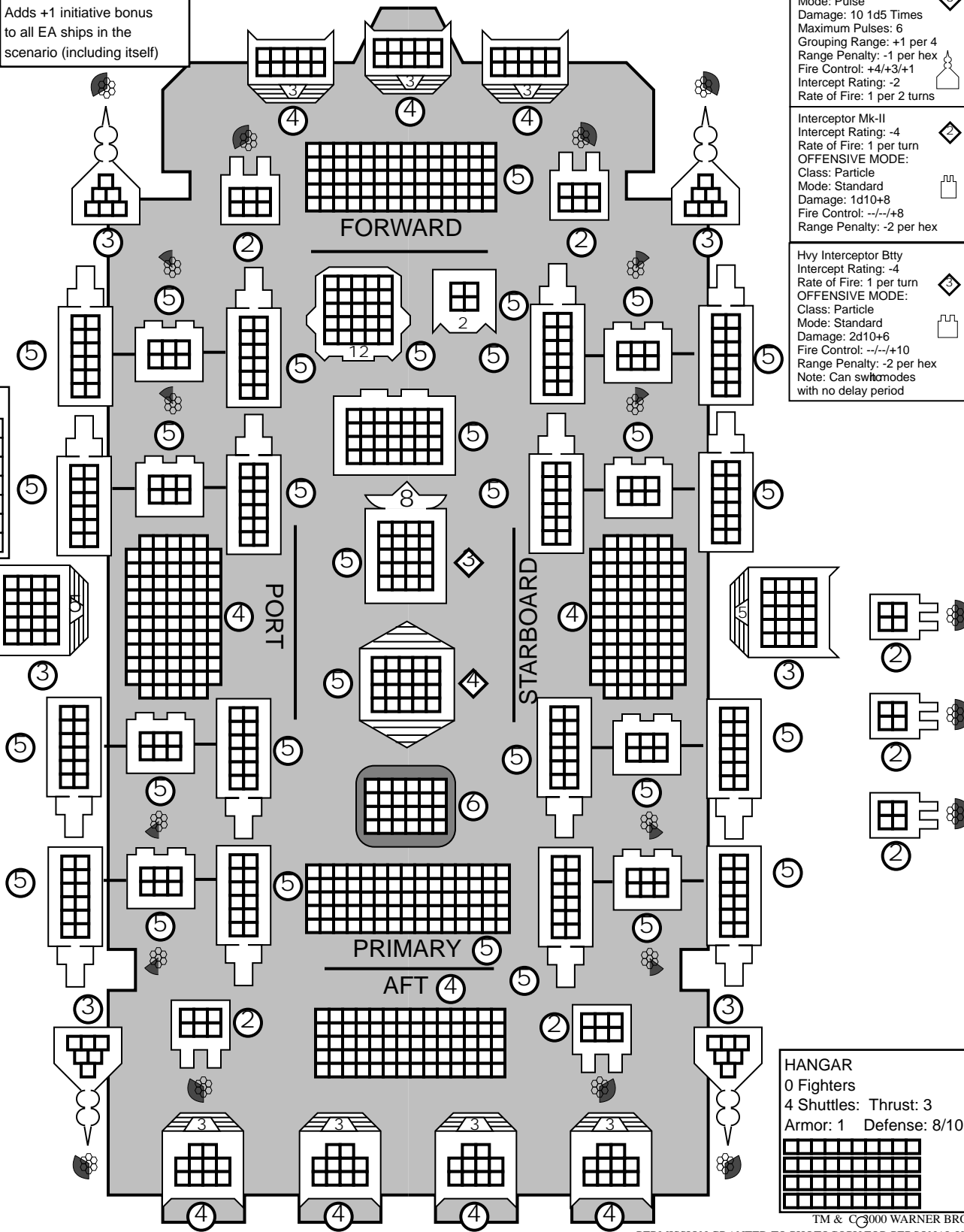
### SENSOR DATA

Defensive EW

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

### ICON RECOGNITION

Thrustor  
C & C  
Sensors  
Engine  
Jump Engine  
Reactor  
Hangar  
Pulse Cannon  
Heavy Particle Cannon  
Interceptor  
Hvy Interceptor



### HANGAR

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

