

EA Tantalus Assault Transport (Alpha Model)

SPECS

Class: Capital Ship
In Service: 2238
Point Value: 600
Ramming Factor: 320
Jump Delay: 24 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 17 (14)
Stb/Port Defense: 18 (15)
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

WEAPON DATA

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

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

EA BREACHING POD

Cost: 40 Defense: 10/10
Thrust: 6 Offense: 0
Armor: 3 Initiative: +9
No Weapons

HADES-CLASS ASSAULT SHUTTLE

Cost: 30 Defense: 8/8
Thrust: 6 Offense: +3
Armor: 2 Initiative: +9
1 Uni-Pulse Cannon
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+4
Fighter Firing Arc:



FORWARD HITS

1-5: Retro Thrust
6-7: Med Pulse Cannon
8-9: Interceptor
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

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

AFT HITS

1-6: Main Thrust
7-10: Interceptor
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

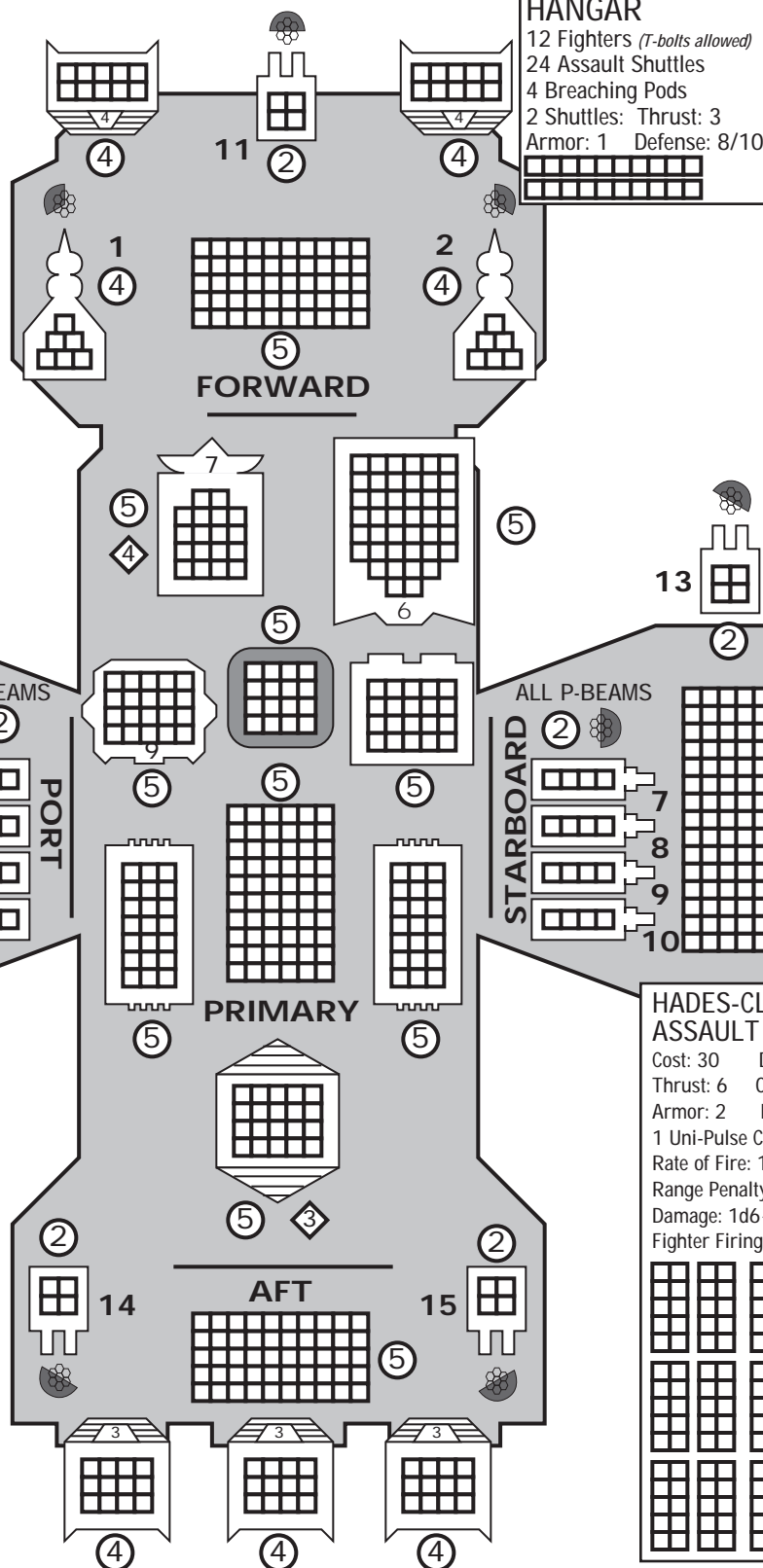
1-8: Primary Struct
9-10: Jump Engine
11-12: Quarters
13-14: Sensors
15-16: Engine
17-18: Hangar
19: Reactor
20: C & C

SPECIAL NOTES

Economic Cost +25%
Limited Deployment (33%)

SENSOR DATA

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Quarters
- Std Particle Beam
- Med Pulse Cannon
- Interceptor