

Tethys Variant (Uncommon)

Version 2: 2E/SF

Name: _____

Counter: _____



EA Tethys Light Escort Carrier (Theta Model)

SPECS

Class: Medium Ship
In Service: 2231
Point Value: 430
Ramming Factor: 40
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1+1 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 13 (10)
Stb/Port Defense: 13 (10)
Engine Efficiency: 2/1
Extra Power: 0
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

Class-A Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +0/+0/+4
Rate of Fire: 1 per turn (antifighter missiles only)

Antifighter Missile A

Mode: Standard
Damage: 15
Max Range: 15 hexes
Fire Control: +0/+0/+3
Intercept Rating: n/a

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

FORWARD HITS

1-6: Retro Thrust
7-8: Missile Rack
9: Std Particle Beam
10-11: Interceptor
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-10: Aft Hangar
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: Primary Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES

Antifighter Missiles are standard (no extra cost)

SENSOR DATA

Defensive EW

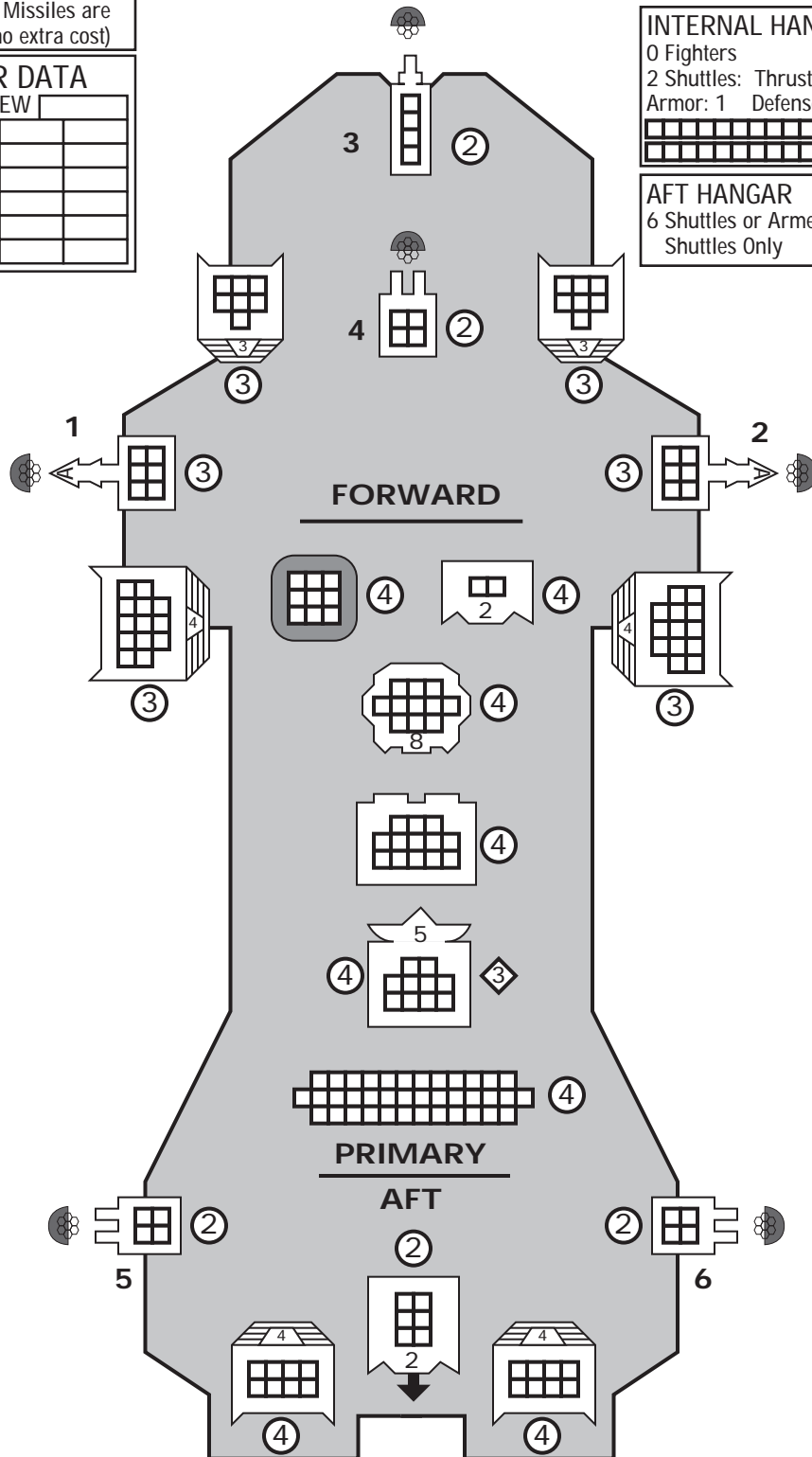
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

INTERNAL HANGAR

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

AFT HANGAR

6 Shuttles or Armed Shuttles Only



ICON RECOGNITION

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

MISSILES

Rack #1																			
Rack #2																			