

Version 2: 2E/SF

Name: _____

Counter: _____



EA Poseidon Supercarrier (Alpha Model)

SPECS

Class: Capital Ship
In Service: 2255
Point Value: 950
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

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

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

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

Interceptor Mk-II

Intercept Rating: -4
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+8
Fire Control: -/-/+8
Range Penalty: -2 per hex

FORWARD HITS

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: Std Particle Beam
5-7: Interceptor
8-12: Hangar
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

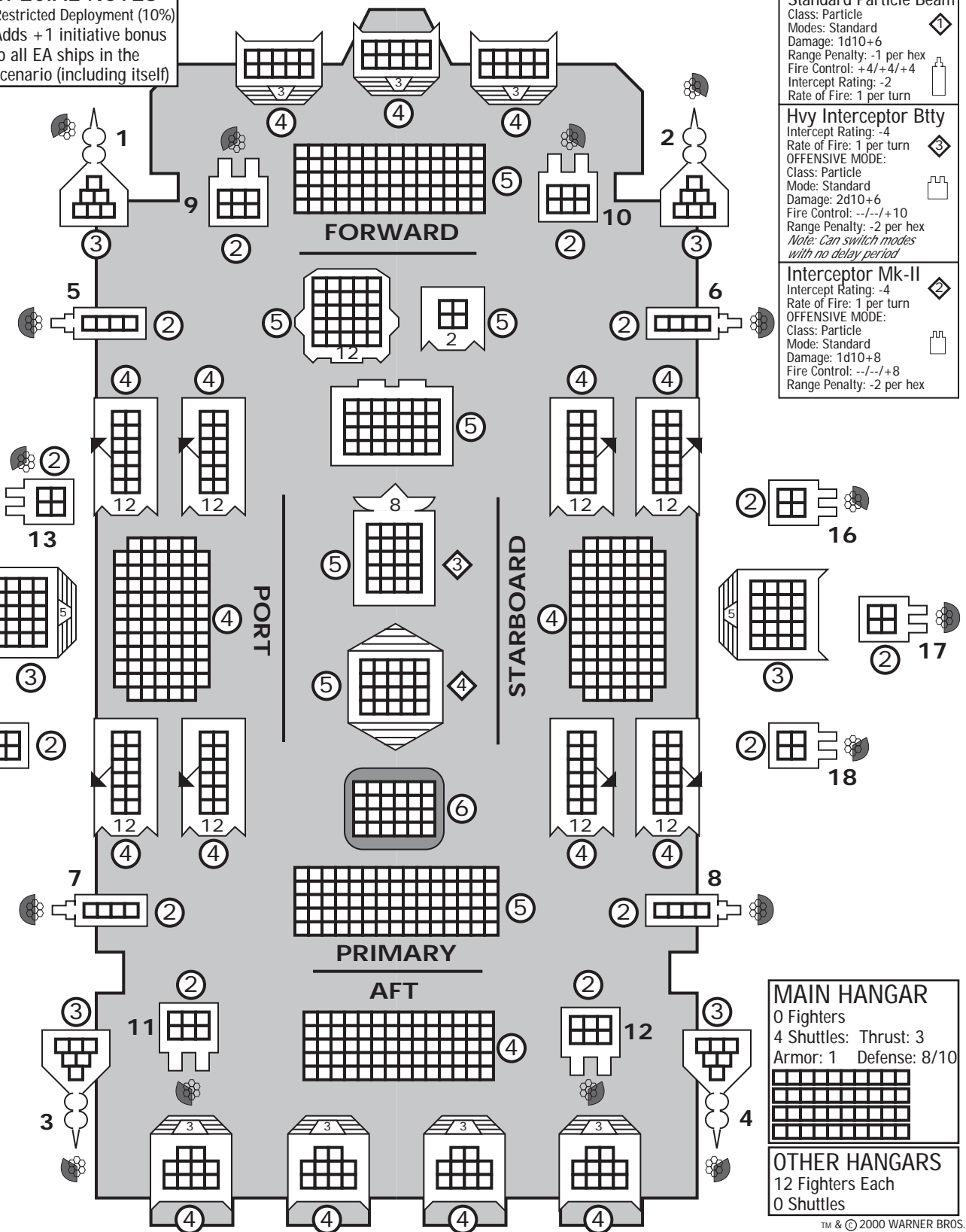
SENSOR DATA

Defensive EW

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

SPECIAL NOTES

Restricted Deployment (10%)
Adds +1 initiative bonus to all EA ships in the scenario (including itself)

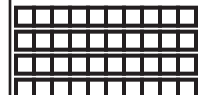


ICON RECOGNITION

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

MAIN HANGAR

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



OTHER HANGARS

12 Fighters Each
0 Shuttles