

Tethys Variant (Rare)

Version 2: 2E/SF

Name: _____

Counter: _____



EA Tethys Missile Boat (Zeta Model)

SPECS

Class: Medium Ship
In Service: 2212
Point Value: 375
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: 3/1
Extra Power: +3
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-S Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Standard Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
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: Missile Rack
10-11: Std Particle Beam
12-13: Interceptor
14-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9-11: Sensors
12-14: Engine
15-16: Hangar
17-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

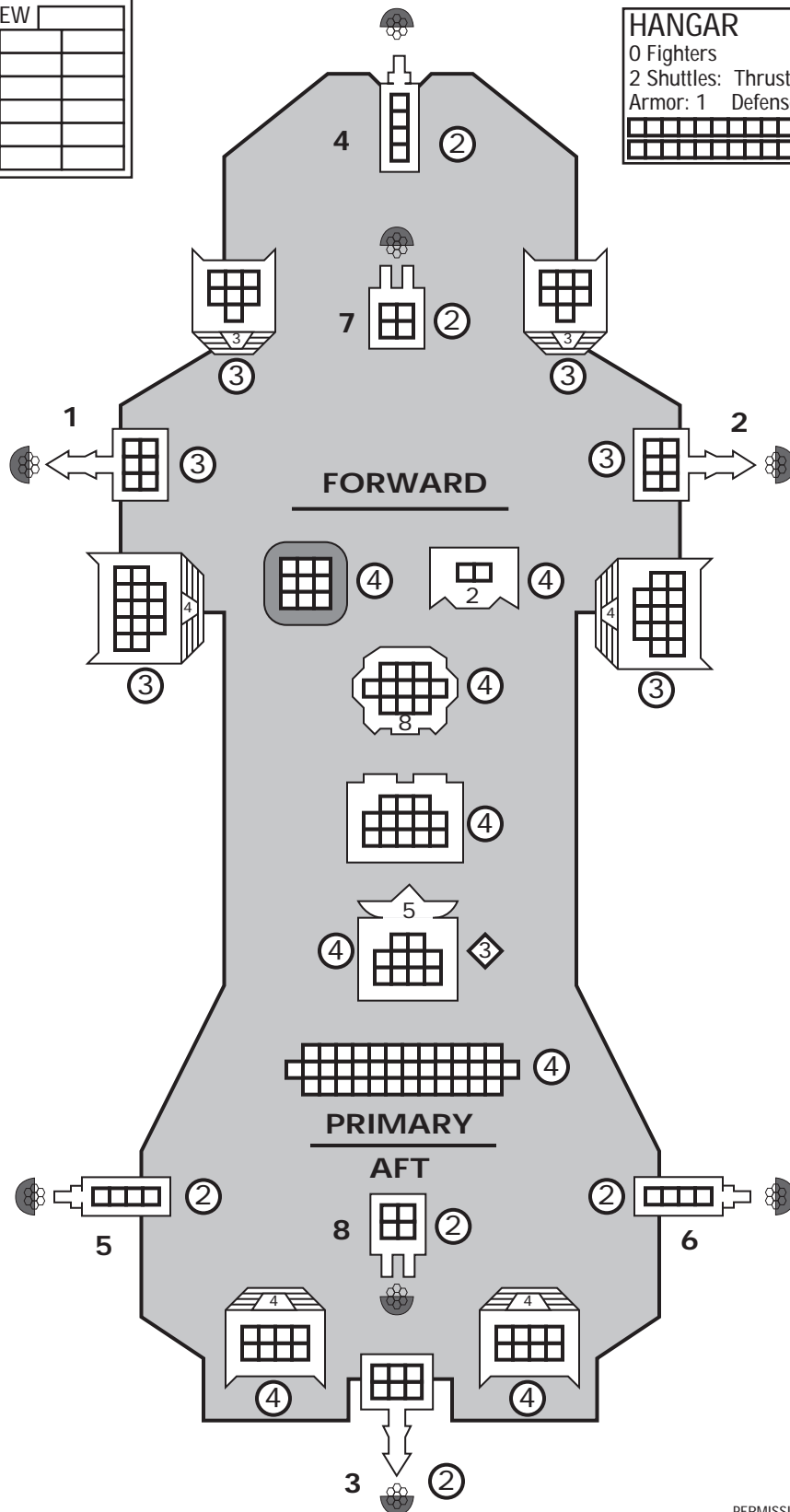
Target #6

HANGAR

0 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10



ICON RECOGNITION

Thrustor

C & C

Sensors

Engine

Reactor

Hangar

Class-S Missile Rack

Std Particle Beam

Interceptor

MISSILES

Rack #1

Rack #2

Rack #3

Rack #4

Rack #5

Rack #6

Rack #7

Rack #8

Rack #9

Rack #10