

# EA Tethys VBSS Customs Cutter

## SPECS

Class: Medium Ship  
In Service: 2245  
Point Value: 375  
Ramming Factor: 40  
Jump Delay: N/A

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

## 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

## WEAPON DATA

### Light Pulse Cannon

Class: Particle  
Mode: Pulse  
Damage: 8 1d5 Times  
Maximum Pulses: 6  
Grouping Range: +1 per 4  
Range Penalty: -2 per hex  
Fire Control: +3/+3/+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: --/+3/+6  
Range Penalty: -2 per hex

### Burst Beam

Class: Electromagnetic  
Mode: Standard  
Damage: None  
Range Penalty: -2 per hex  
Fire Control: +2/+2/+4  
Intercept Rating: n/a  
Rate of Fire: 1 per turn  
*Special: -1 power if structure hit; deactivates power-using systems; +4 criticals to non-powered systems; forces auto-dropout on fighters. See rules.*

## EA BREACHING POD

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



## FORWARD HITS

1-6: Retro Thrust  
7-8: Burst Beam  
9-10: Lt Pulse Cannon (Front)  
11-12: Interceptor  
13-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-8: Main Thrust  
9-10: Lt Pulse Cannon (Rear)  
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: Hangar  
17-19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

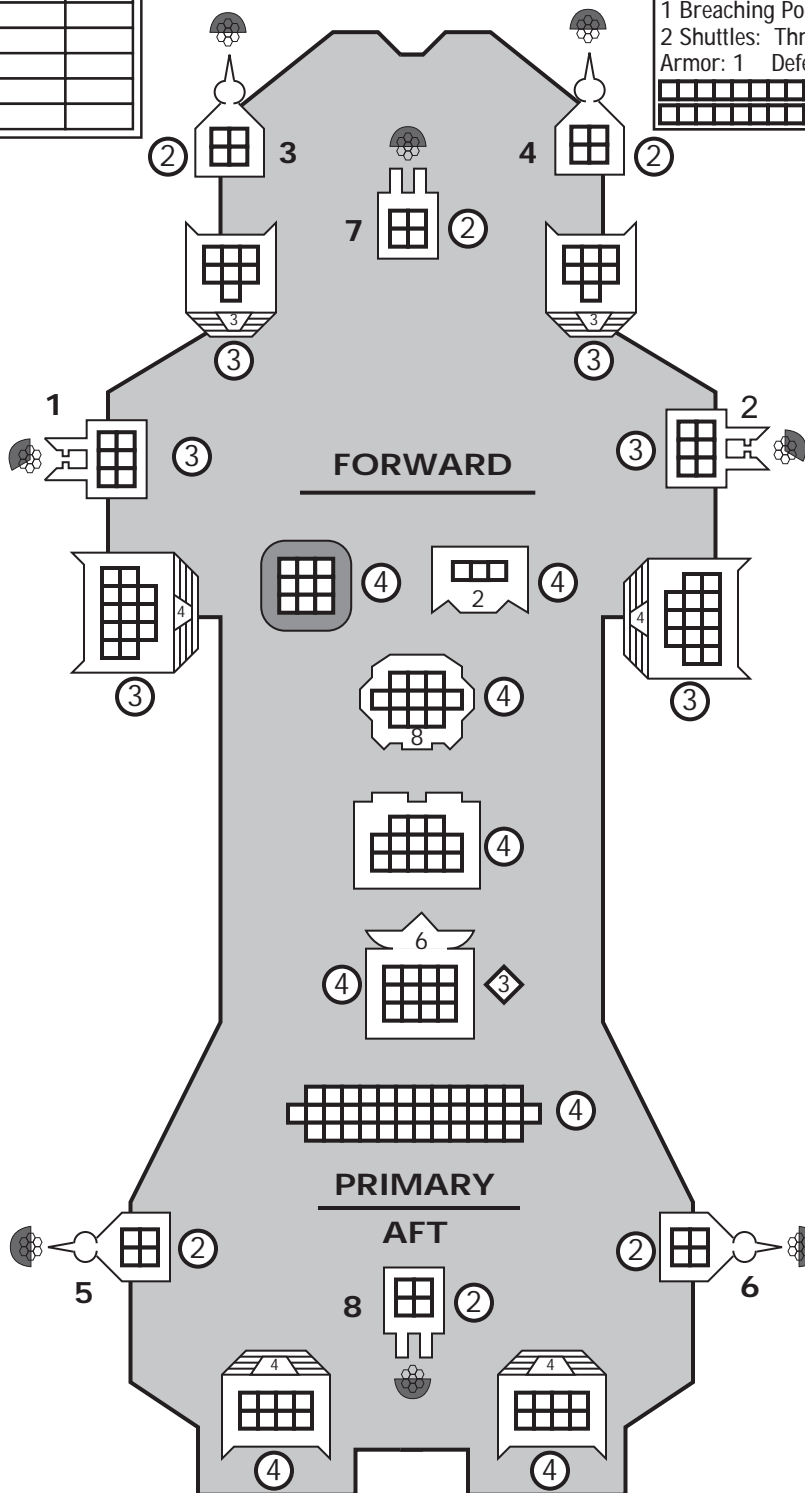
Target #4

Target #5

Target #6

## HANGAR

1 Breaching Pod  
2 Shuttles: Thrust: 3  
Armor: 1 Defense: 8/10



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Lt Pulse Cannon
- Med Pulse Cannon
- Interceptor