

EA Perseus Minesweeper (Gamma Model)

SPECS

Class: Medium Ship
In Service: 2246
Point Value: 435
Ramming Factor: 80
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14 (12)
Stb/Port Defense: 14 (12)
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	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

HANGAR

0 Fighters
6 Minesweeping Shuttles
1 Shuttle: Thrust: 3
Armor: 1 Defense: 8/10

WEAPON DATA

Class-R Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per turn

Class-D Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per turn
Special: Fires only missiles of types A, F, I, or C.

Twin Array
Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 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

1-4: Retro Thrust
5-6: Class-R Missile Rack
7-9: Twin Array
10-12: Interceptor
13-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Class-S Missile Rack
8-9: Twin Array
10-12: Interceptor
13-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-6: Port/Stb Thrust
7-9: Magazine
10-12: Sensors
13-14: Engine
15-16: Hangar
17-18: Reactor
19-20: C&C

SPECIAL NOTES

Limited Deployment (33%)
Minesweeper (+3)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

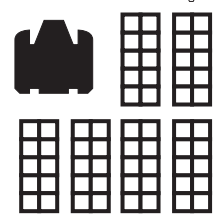
Target #4

Target #5

Target #6

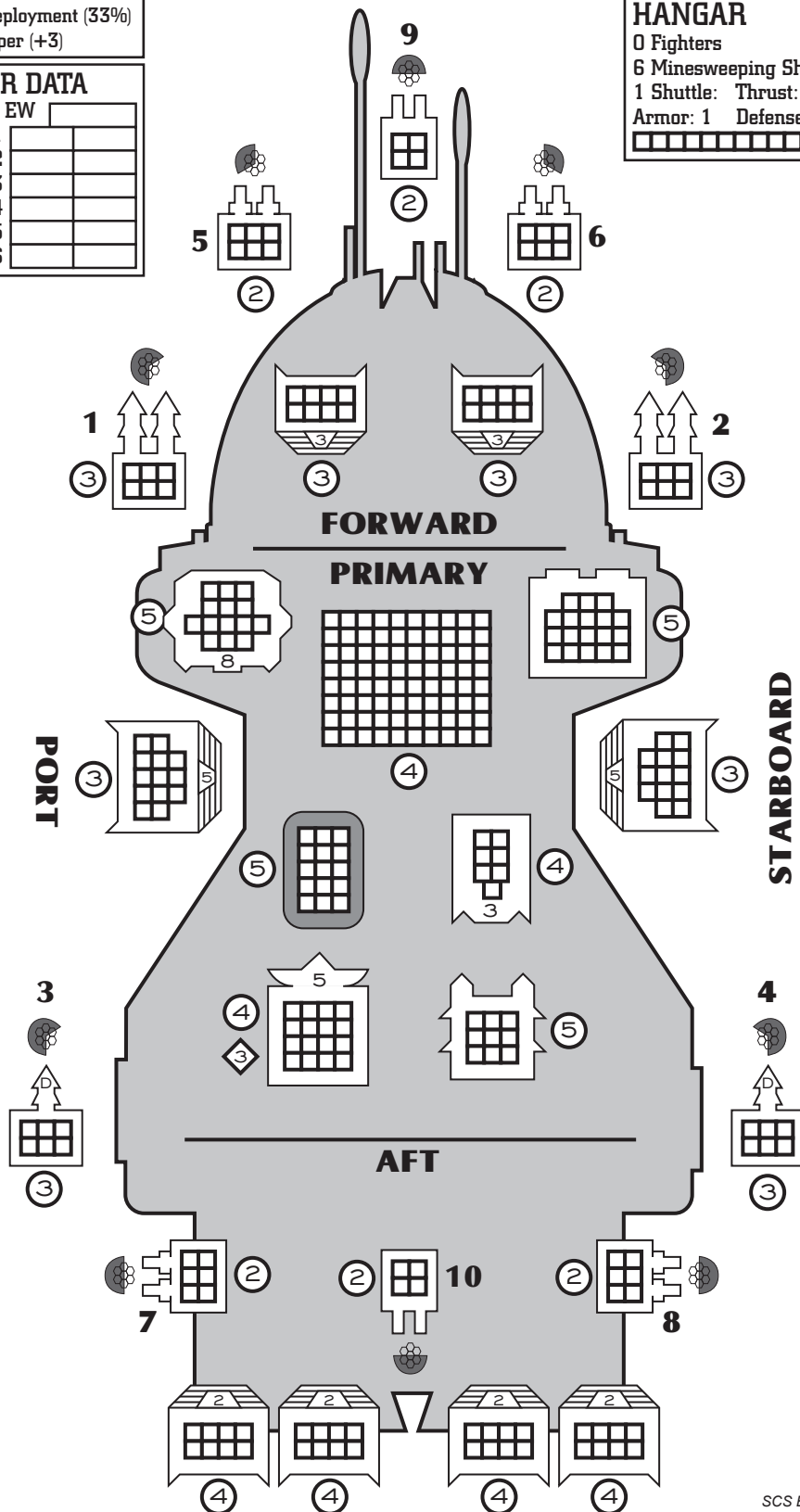
ARMED MINESWEEPING SHUTTLE

Cost: 34 Defense: 8/10
Thrust: 4 Offense: +3
Minesweeping OB +4
Armor: 1 Initiative: +9
One Light Particle Gun
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d6+2
Fighter Firing Arc:



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Reload Rack
- Class-R Missile Rack
- Class-D Missile Rack
- Twin Array
- Interceptor



MISSILES

Rack #1



Rack #2



Rack #3



Rack #4



Reload Rack

