

EA Tethys Minesweeping Cutter

SPECS

Class: Medium Ship
In Service: 2251
Point Value: 475
Ramming Factor: 40
Jump Delay: N/A

MANEUVERING

Turn Cost: $\square/3$ 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: 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-L Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None (+10)
Fire Control: -/+3/-
Target Mines only
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

Interceptor Mk-1

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
9-10: Std Particle Beam
11-12: Interceptor
13-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-8: Main Thrust
9-10: Std Particle Beam
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

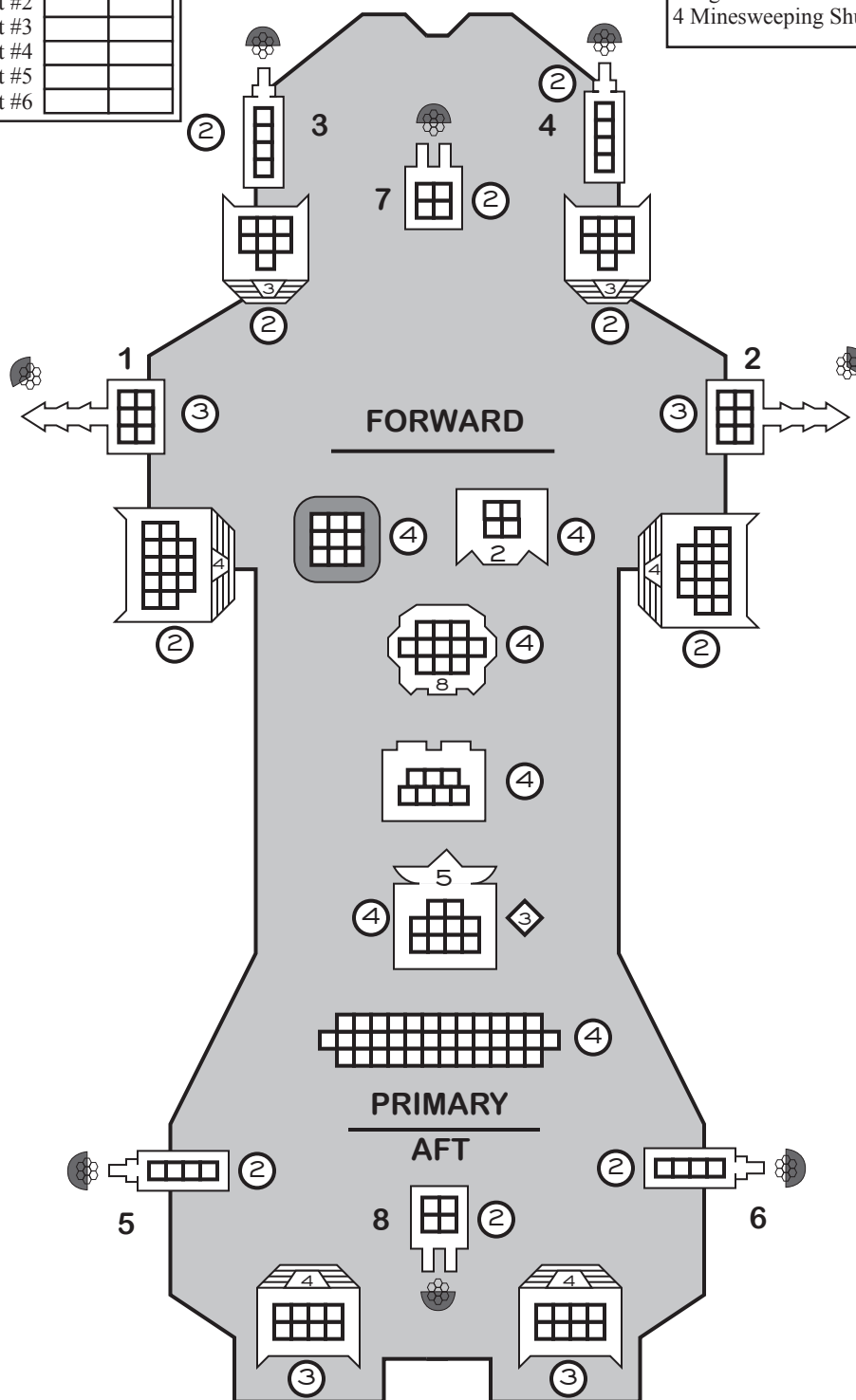
Target #5

Target #6

HANGAR

0 Fighters

4 Minesweeping Shuttles



Special Notes:

Minesweeper Bonus +3

Point Value includes 4 Armed
Minesweeping Shuttles

Class-L Missile Racks have
been modified to only fire
Type-Z Antimine Missiles.

Type-Z Antimine Missile
Cost: 8 Damage: 15
Base Range: 20 hexes
+3 to hit if targetted on a mine
no bonus to hit if the Antimine
Missile searches the hex for
the mine

ICON RECOGNITION

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

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:

