

EA Poseidon Supercarrier

(Alpha Model)

SPECS

Classification : 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
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

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
Mode : 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-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

Heavy Interceptor Battery

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
Can switch modes with no delay.

SENSOR DATA

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

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

SPECIAL NOTES:
Adds +1 initiative bonus to all EA ships including itself.

FORWARD HITS

1-4 : Retro Thrust
5-6 : Pulse Cannon
7-9 : Heavy Interceptor
10-18 : Forward Structure
19-20 : PRIMARY Hit

SIDE HITS

1-3 : Port/Stb Thruster
4 : Standard Particle Beam
5-7 : Interceptor
8-12 : Hangar
13-18 : Port/Stb Structure
19-20 : PRIMARY Hit

AFT HITS

1-6 : Main Thrust
7-9 : Pulse Cannon
10-12 : Heavy Interceptor
13-18 : Aft Structure
19-20 : PRIMARY HIT

PRIMARY HITS

1-10 : Primary Structure
11-12 : Jump Drive
13-14 : Sensor
15-16 : Engine
17 : Primary Hangar
18-19 : Reactor
20 : C & C

Main Hanger

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

Other Hangers

12 Fighters each
0 Shuttles

