

# Poseidon Variant (Unique)

Version 2: 2E/HWEA

Name: \_\_\_\_\_

Counter: \_\_\_\_\_



## EA Poseidon Supercarrier (Alpha Model)

### SPECS

Class: Capital Ship  
 In Service: 2247  
 Point Value: 900  
 Ramming Factor: 400  
 Jump Delay: 24 Turns

### MANEUVERING

Turn Cost: 3/2 Speed  
 Turn Delay: 3/2 Speed  
 Accel/Decel Cost: 4 Thrust  
 Pivot Cost: 4+4 Thrust  
 Roll Cost: 3+3 Thrust

### COMBAT STATS

Fwd/Aft Defense: 16 (13)  
 Stb/Port Defense: 19 (16)  
 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	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

### 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  
 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-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: Pulse Cannon
- 7-9: Interceptor
- 10-18: Forward Struct
- 19-20: PRIMARY Hit

### SIDE HITS

- 1-3: Port/Stb Thrust
- 4: Std Particle Beam
- 5-7: Interceptor
- 8-12: Hangar
- 13-18: Port/Stb Struct
- 19-20: PRIMARY Hit

### AFT HITS

- 1-6: Main Thrust
- 7-9: Pulse Cannon
- 10-12: Interceptor
- 13-18: Aft Struct
- 19-20: PRIMARY Hit

### PRIMARY HITS

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

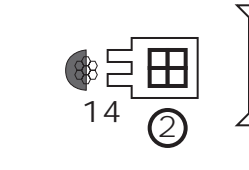
### SENSOR DATA

#### Defensive EW

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

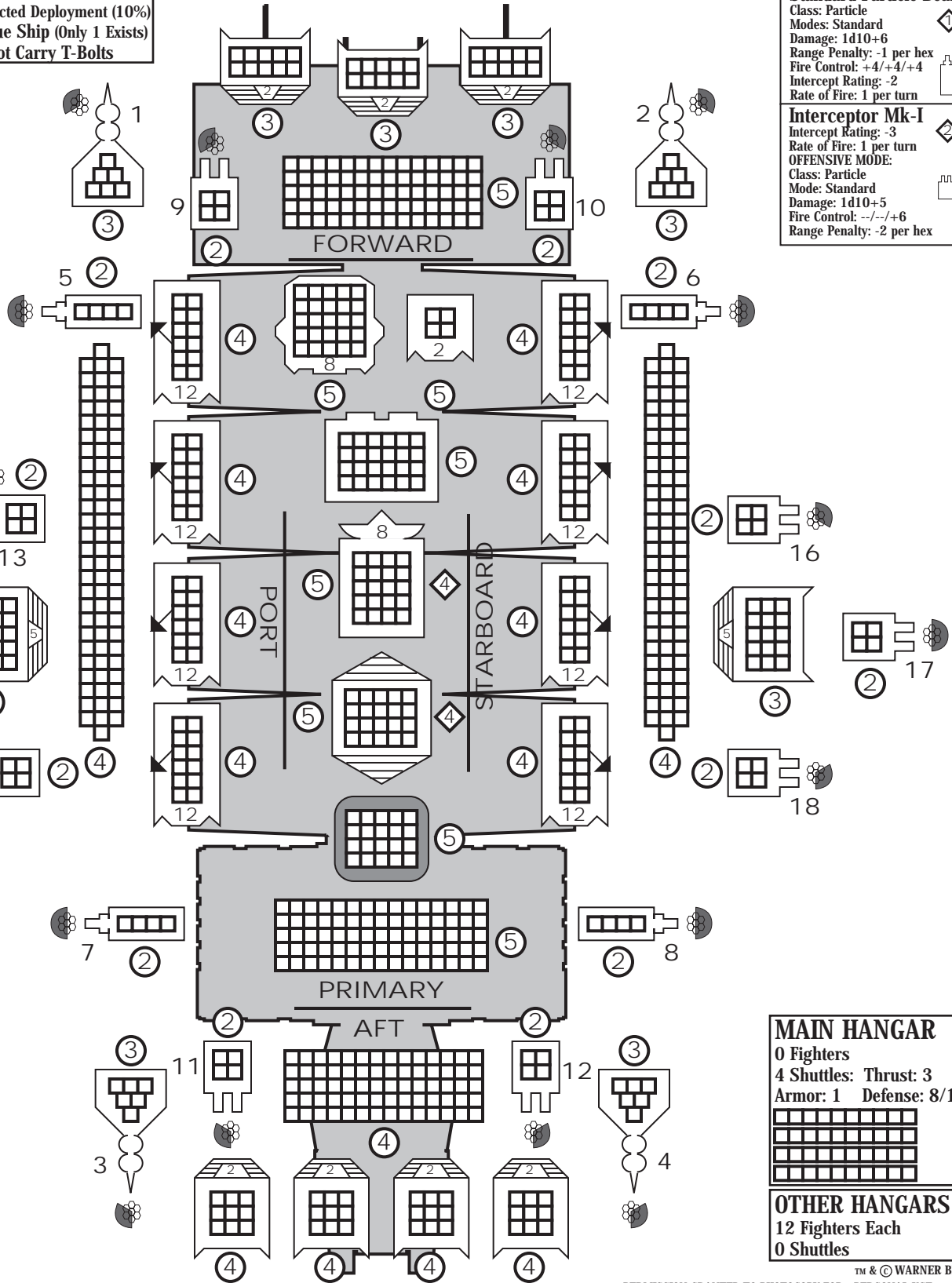
### SPECIAL NOTES

Restricted Deployment (10%)  
 Unique Ship (Only 1 Exists)  
 Cannot Carry T-Bolts



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Pulse Cannon
- Std Particle Beam
- Interceptor



### MAIN HANGAR

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

### OTHER HANGARS

12 Fighters Each  
 0 Shuttles