

# EA Tethys Police Frigate (Alpha Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 13
In Service: 2130	Turn Delay: 1/2 Speed	Stb/Port Defense: 13
Point Value: 265	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 4/1
Ramming Factor: 40	Pivot Cost: 1+1 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1+1 Thrust	Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 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 6	

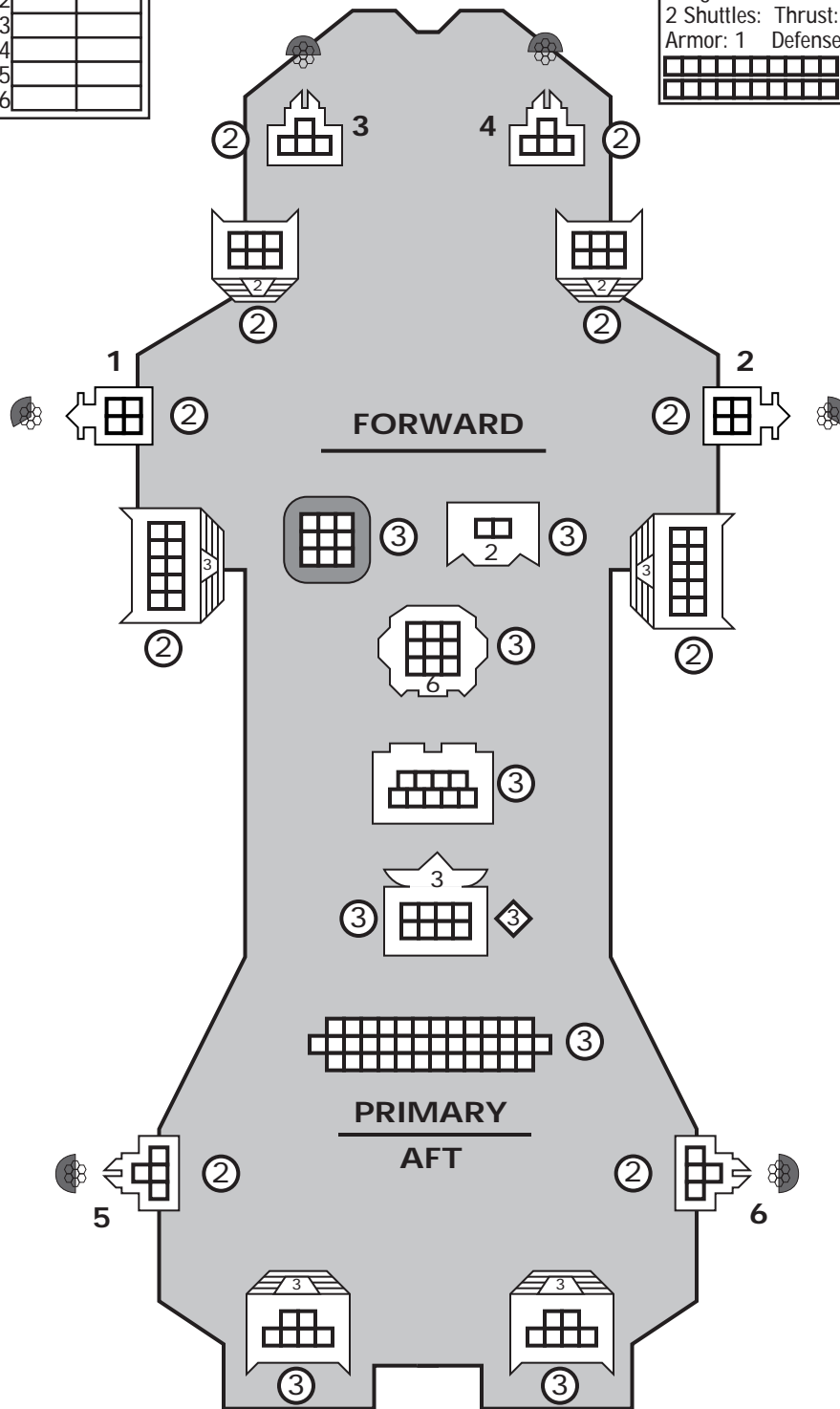
## WEAPON DATA

<b>Light Laser Cannon</b>	
Class: Laser	
Mode: Raking	⬠
Damage: 2d10+7	
Range Penalty: -1 per hex	
Fire Control: +2/+1/-2	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
<b>Light Blast Cannon</b>	
Class: Matter	⬠
Modes: Pulse	
Damage: 3 1d3 times	
Maximum Pulses: 4	
Grouping Range: +1 per 5	
Range Penalty: -1 per hex	
Fire Control: +2/+1/+0	
Intercept Rating: -1	
Rate of Fire: 1 per turn	

<b>FORWARD HITS</b>
1-6: Retro Thrust
7-8: Light Laser Cannon
9-10: Light Blast Cannon
11-12: Interceptor
13-17: Structure
18-20: PRIMARY Hit
<b>AFT HITS</b>
1-8: Main Thrust
9-10: Light Blast Cannon
11-12: Interceptor
13-17: Structure
18-20: PRIMARY Hit
<b>PRIMARY HITS</b>
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	
2 Shuttles: Thrust: 3	
Armor: 1 Defense: 8/10	



Blast Cannon Ammunition	
Weapon #3	⬠ ⬠ ⬠ ⬠ ⬠ ⬠ ⬠ ⬠
	⬠ ⬠ ⬠ ⬠ ⬠ ⬠ ⬠ ⬠
	⬠ ⬠ ⬠ ⬠ ⬠ ⬠ ⬠ ⬠
Weapon #4	⬠ ⬠ ⬠ ⬠ ⬠ ⬠ ⬠ ⬠
	⬠ ⬠ ⬠ ⬠ ⬠ ⬠ ⬠ ⬠
	⬠ ⬠ ⬠ ⬠ ⬠ ⬠ ⬠ ⬠
Weapon #5	⬠ ⬠ ⬠ ⬠ ⬠ ⬠ ⬠ ⬠
	⬠ ⬠ ⬠ ⬠ ⬠ ⬠ ⬠ ⬠
	⬠ ⬠ ⬠ ⬠ ⬠ ⬠ ⬠ ⬠
Weapon #6	⬠ ⬠ ⬠ ⬠ ⬠ ⬠ ⬠ ⬠
	⬠ ⬠ ⬠ ⬠ ⬠ ⬠ ⬠ ⬠
	⬠ ⬠ ⬠ ⬠ ⬠ ⬠ ⬠ ⬠

ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Lt Laser Cannon
	Light Blast Cannon