

Poseidon Variant (Common/Retired 2262)

Version 2: 2E/HWEA

Name: _____

Counter: _____



EA Poseidon Supercarrier (Beta Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 3/2 Speed	Fwd/Aft Defense: 16 (12)
In Service: 2255	Turn Delay: 3/2 Speed	Stb/Port Defense: 19 (15)
Point Value: 925	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor: 400	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: 24 Turns	Roll Cost: 3+3 Thrust	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-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

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

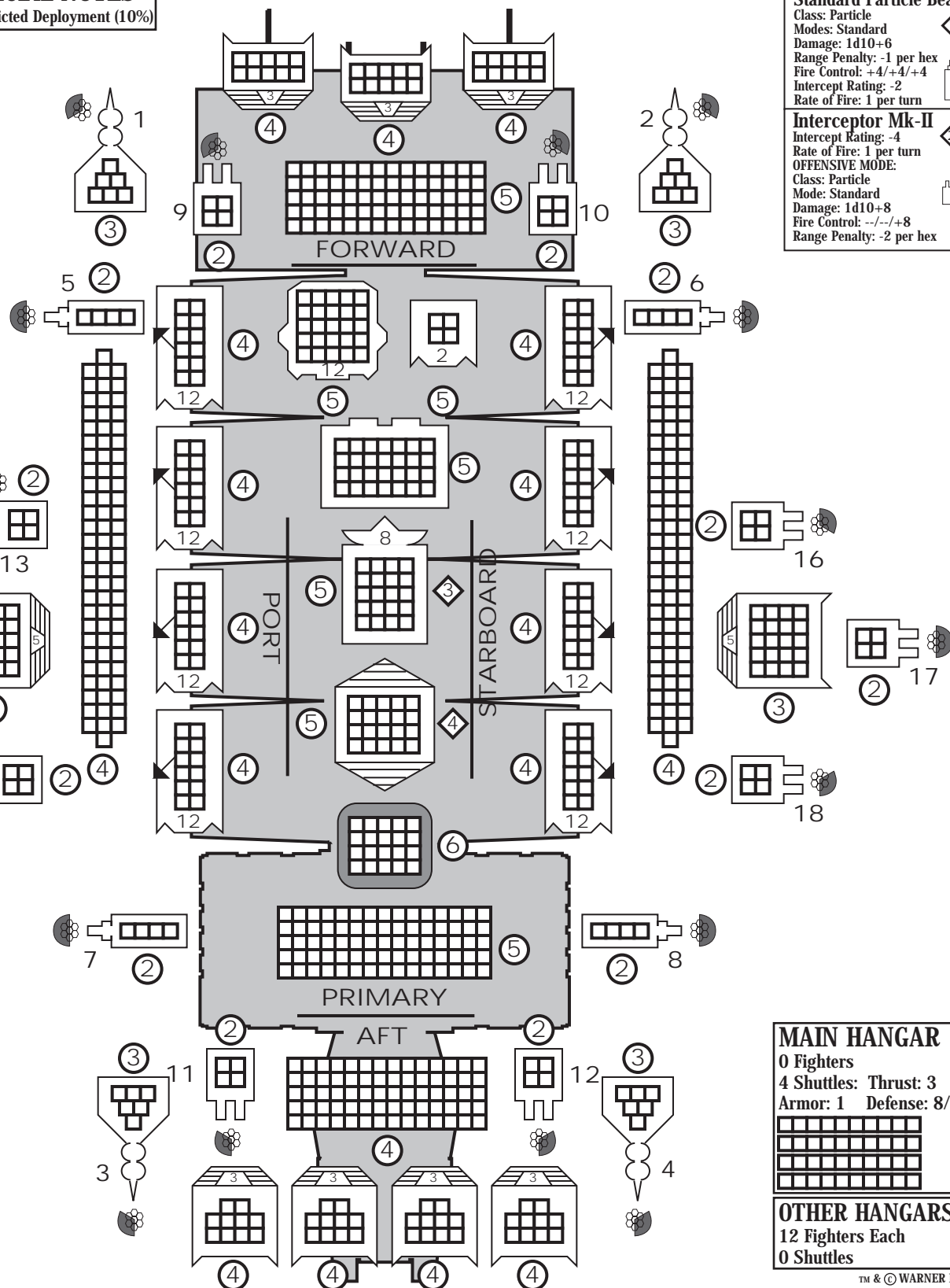
PRIMARY HITS
 1-10: Primary Struct
 11-12: Jump Engine
 13-14: Sensors
 15-16: Engine
 17: Primary Hangar
 18-19: Reactor
 20: C & C

SPECIAL NOTES
 Restricted Deployment (10%)

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

	Thrust
	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