

Version 2: 2E/HWEA

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



# EA Poseidon Supercarrier (Gamma Model)

SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 3/2 Speed		Fwd/Aft Defense: 16 (12)	
In Service: 2262		Turn Delay: 3/2 Speed		Stb/Port Defense: 19 (15)	
Point Value: 950		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	
<b>Medium Pulse Cannon</b>	
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	

<b>Standard Particle Beam</b>	
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	

<b>Hvy Interceptor Btty</b>	
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	Note: Can switch modes with no delay period

<b>Interceptor Mk-II</b>	
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: Hvy Interceptor Btty	
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	

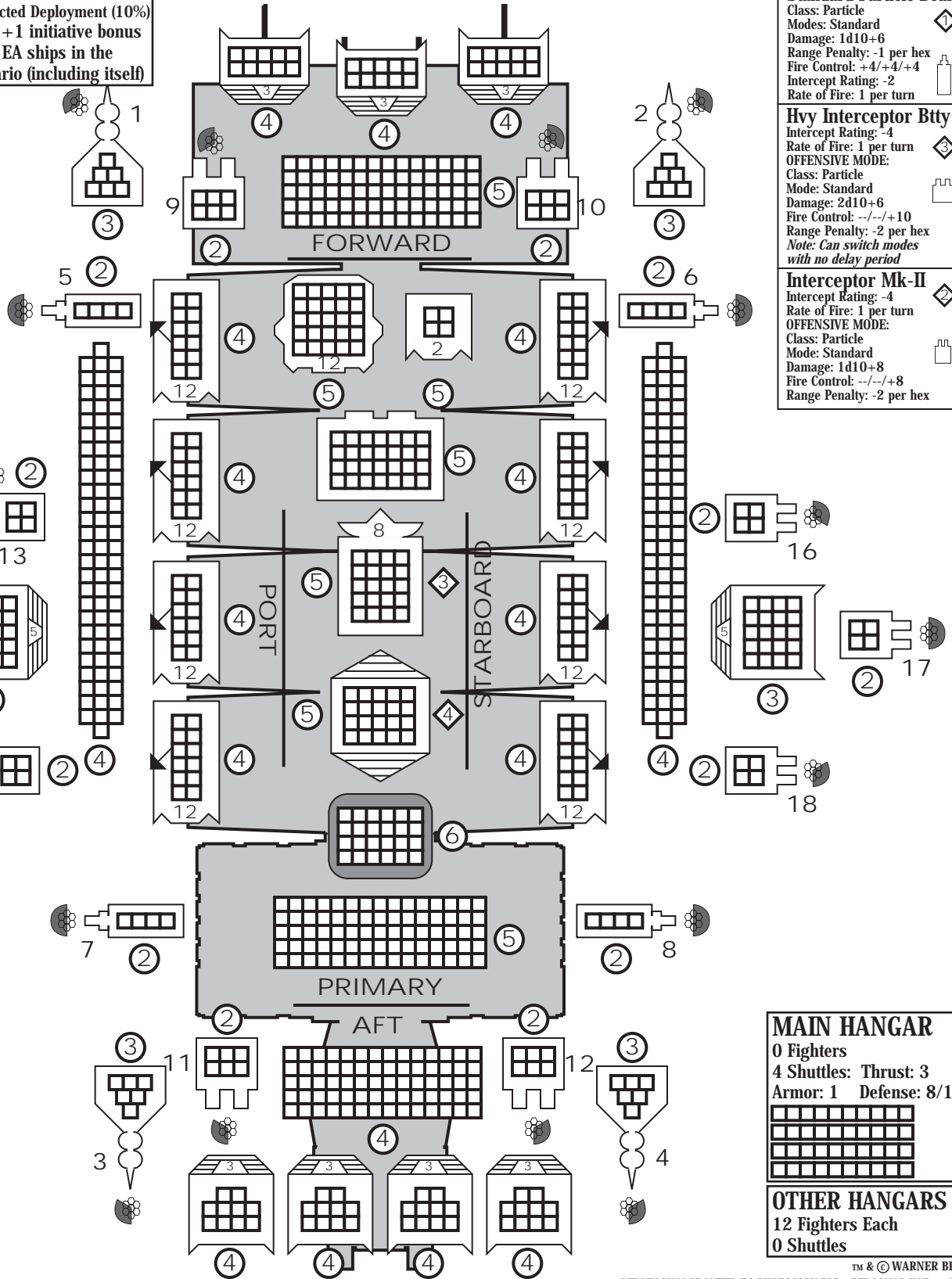
AFT HITS	
1-6: Main Thrust	
7-9: Pulse Cannon	
10-12: Hvy Interceptor Btty	
13-18: Aft Struct	
19-20: PRIMARY Hit	

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%)  
Adds +1 initiative bonus to all EA ships in the scenario (including itself)

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

ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Pulse Cannon
	Std Particle Beam
	Interceptor
	Hvy Interceptor



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

OTHER HANGARS	
12 Fighters Each	
0 Shuttles	