



EA Psi Corps Mothership (Alpha Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 19 (15)
In Service: 2255	Turn Delay: 1 x Speed	Stb/Port Defense: 19 (15)
Point Value: 650	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 180	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Penalty: -2
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

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: Particle Beam
7-9: Medium Pulse Cannon
10-11: Interceptor
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS
1-5: Port/Stb Thrust
6-7: Particle Beam
8-11: Medium Pulse Cannon
12-18: Port/Stb Struct
19-20: PRIMARY Hit

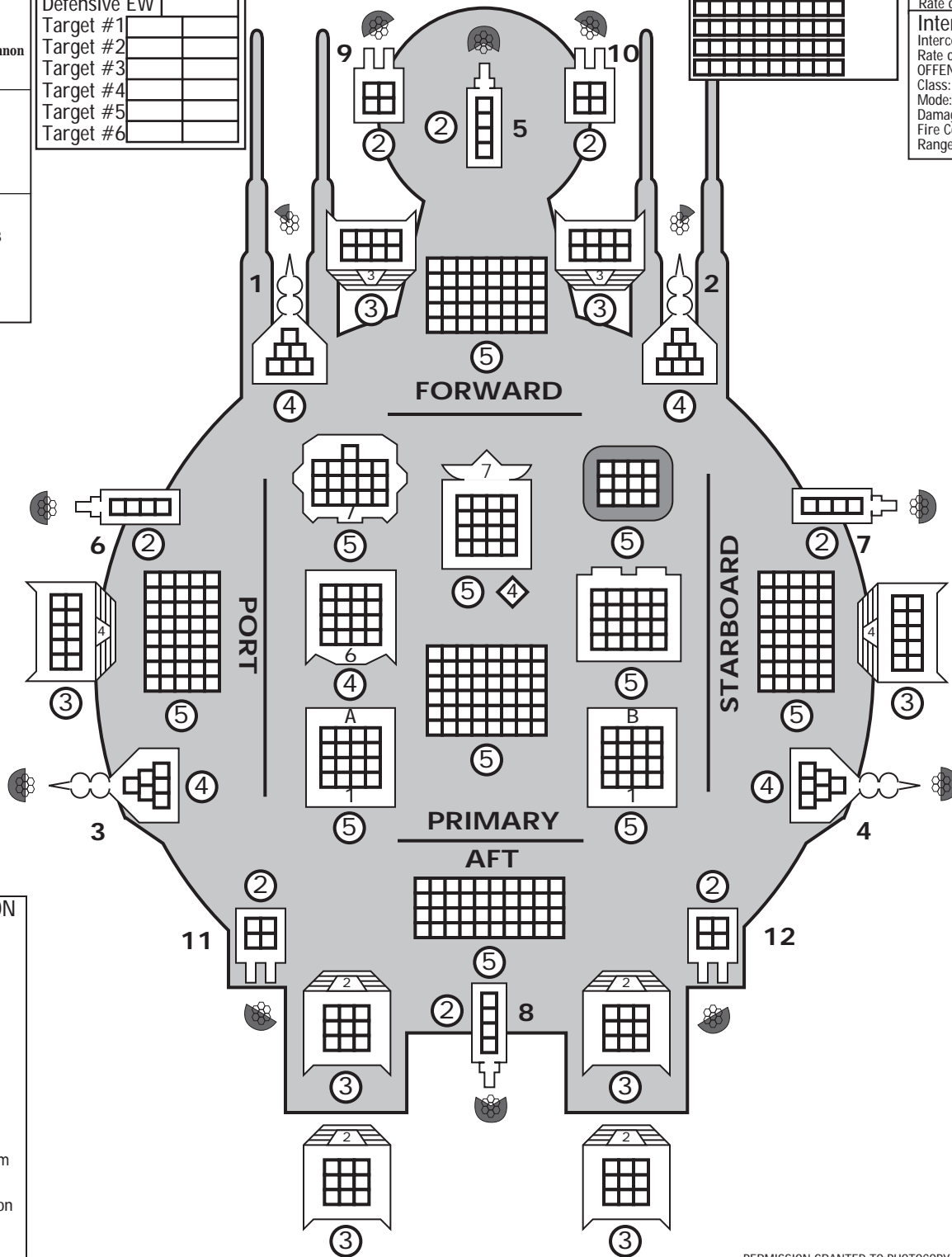
AFT HITS
1-8: Main Thrust
9-10: Particle Beam
11-12: Interceptor
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-9: Primary Struct
10-11: Passengers A or B
12-13: Engine
14-15: Sensors
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Special Deployment Rules
Only 7 Exist

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

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



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Passengers
	Std Particle Beam
	Med Pulse Cannon
	Interceptor