

EA Tethys Blast Frigate (Beta Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 13
In Service: 2140	Turn Delay: 1/2 Speed	Stb/Port Defense: 13
Point Value: 275	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
Medium Blast Cannon
Class: Matter
Modes: Pulse
Damage: 5 1d5 times
Maximum Pulses: 5
Grouping Range: +1 per 5
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

FORWARD HITS
1-6: Retro Thrust
7-8: Medium Blast Cannon
9-10: Light Blast Cannon
11-12: Interceptor
13-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-8: Main Thrust
9-10: Light Blast Cannon
11-12: Interceptor
13-17: Structure
18-20: PRIMARY Hit

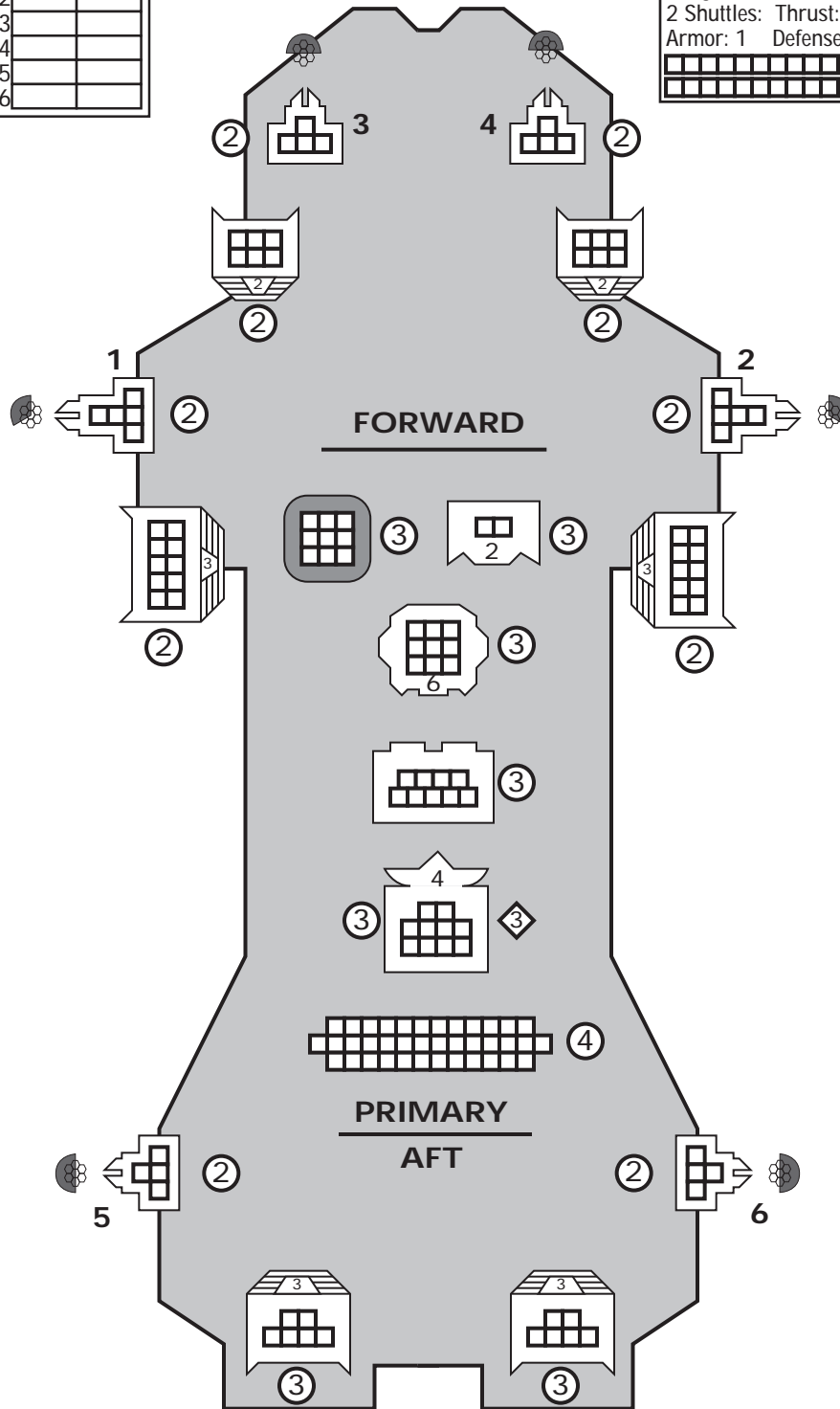
PRIMARY HITS
1-8: Port/Stb Thrust
9-11: Sensors
12-14: Engine
15-16: Hangar
17-19: Reactor
20: C & C

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

Light Blast Cannon
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

Blast Cannon Ammunition	
Weapon #1	████████ ██████████
Weapon #2	████████ ██████████
Weapon #3	████████ ██████████
Weapon #4	████████ ██████████
Weapon #5	████████ ██████████
Weapon #6	████████ ██████████



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