

EA Tethys Particle Frigate (Delta Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 13 (11)
In Service: 2178	Turn Delay: 1/2 Speed	Stb/Port Defense: 13 (11)
Point Value: 325	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 40	Pivot Cost: 1+1 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1+1 Thrust	Initiative Bonus: +12

WEAPON DATA

Lt Particle Cannon	
Class: Particle	
Modes: Raking	⬠
Damage: 2d10+8	
Range Penalty: -1 per hex	
Fire Control: +4/+2/+0	
Intercept Rating: -2	
Rate of Fire: 1 per 2 turns	

Lt Particle Beam	
Class: Particle	
Modes: Standard	⬠
Damage: 1d10+4	
Range Penalty: -2 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: -2	
Rate of Fire: 1 per turn	

Interceptor Prototype	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
OFFENSIVE MODE:	
Class: Particle	
Mode: Standard	⬠
Damage: 1d10+3	
Fire Control: --/+4	
Range Penalty: -2 per hex	

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	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

HANGAR

0 Fighters
 2 Shuttles: Thrust: 3
 Armor: 1 Defense: 8/10

FORWARD HITS

1-6: Retro Thrust
 7-8: Lt Particle Cannon
 9-10: Lt Particle Beam
 11-12: Interceptor
 13-17: Structure
 18-20: PRIMARY Hit

SENSOR DATA

Defensive EW

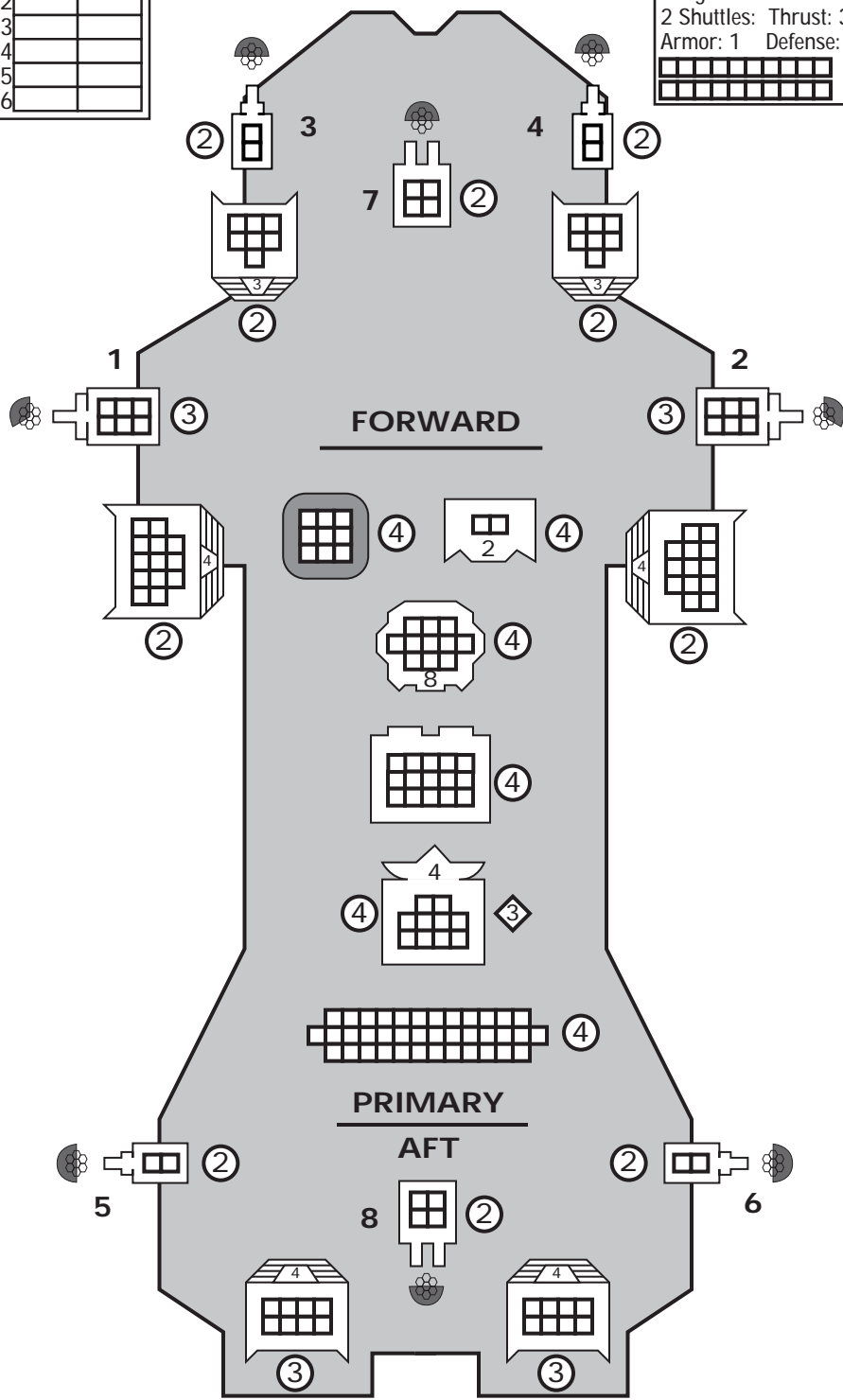
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

AFT HITS

1-8: Main Thrust
 9-10: Lt Particle Beam
 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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Lt Particle Beam
- Light Particle Cannon
- Interceptor