



EA Persephone Tender [Beta Model]

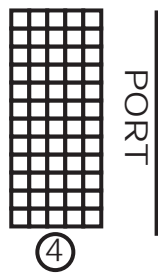
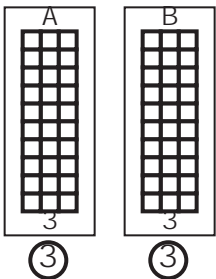
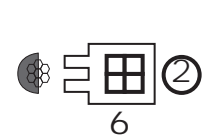
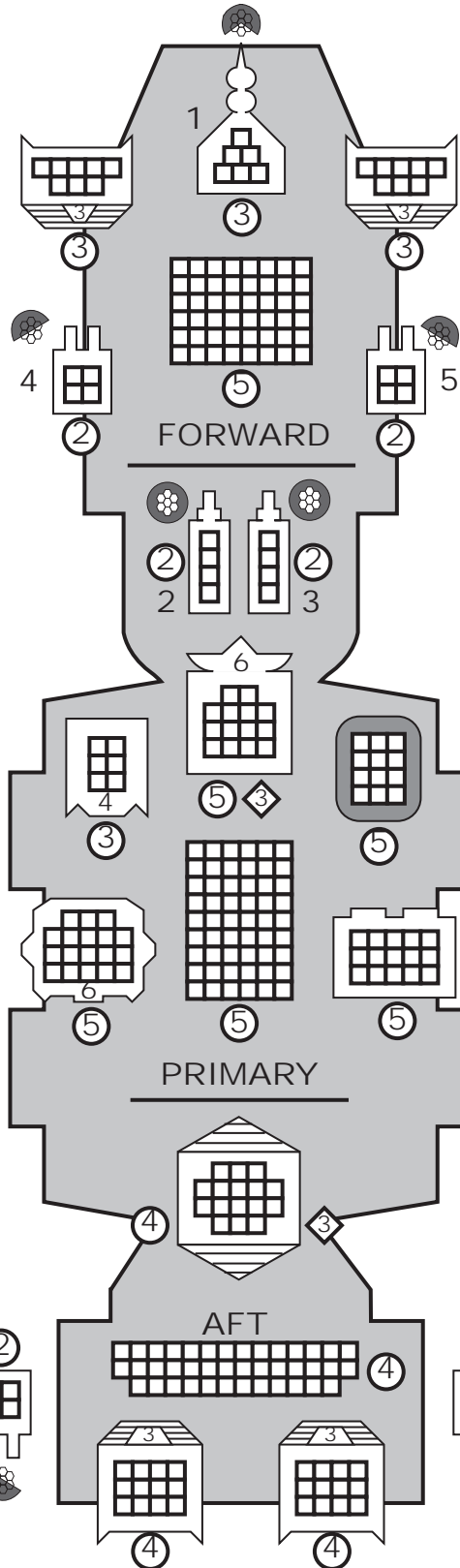
SPECS Class: Capital Ship In Service: 2240 Point Value: 475 Ramming Factor: 240 Jump Delay: 24 Turns	MANEUVERING Turn Cost: 1 x Speed Turn Delay: 4/3 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 2+2 Thrust	COMBAT STATS Fwd/Aft Defense: 15 (13) Stb/Port Defense: 17 (15) Engine Efficiency: 4/1 Extra Power: 0 Initiative Bonus: +0
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	2 3 4 6 7 8 10 11 12 14 15 16	

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-I Intercept Rating: -3 Rate of Fire: 1 per turn OFFENSIVE MODE: Class: Particle Mode: Standard Damage: 1d10+5 Fire Control: -/-/+6 Range Penalty: -2 per hex
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FORWARD HITS 1-4: Retro Thrust 5-7: Pulse Cannon 8-11: Interceptor 12-18: Forward Structure 19-20: PRIMARY Hit	SIDE HITS 1-3: Port/Stb Thrust 4-9: Cargo 10-12: Interceptor 13-18: Port/Stb Structure 19-20: PRIMARY Hit	AFT HITS 1-6: Main Thrust 7-9: Jump Engine 10-12: Interceptor 13-18: Aft Structure 19-20: PRIMARY Hit	PRIMARY HITS 1-10: Primary Structure 11-12: Std Particle Beam 13-14: Sensors 15-16: Engine 17-18: Hangar 19: Reactor 20: C&C
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SENSOR DATA	Defensive EW	
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

HANGAR 0 Fighters 4 Cargo Shuttles: No Weapons Thrust: 3 Armor: 0 Defense: 12/14



	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Cargo
	Std Particle Beam
	Pulse Cannon
	Interceptor

