

DISCLAIMER

This is not and will never be an official ship. It cannot be used in tournaments and does not, in fact, truly exist. You aren't even really looking at it, despite what you might think. It's not real. Trust me.

SPECIAL RULES

The small reactors power only the HLPAs they're attached to and cannot be used for anything else. (No other reactors can power these weapons.) If these reactors are destroyed, the HLPAs attached to them are destroyed. If they take 3 or more hits, they can only power one HLPA. No other criticals apply.

Version 1: 2E/NA

Name: _____ Counter: _____

EA Poseidonova Superdreadnought



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 3/2 Speed	Fwd/Aft Defense: 16 (12)
In Service: Never	Turn Delay: 3/2 Speed	Stb/Port Defense: 19 (15)
Point Value: Massive	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

Hvy Laser/Pulse Array
 This weapon can fire as either a heavy laser or heavy pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

Heavy Laser Cannon
 Class: Laser
 Modes: R, S
 Damage: 4d10+20
 Range Penalty: -1 per 3 hexes
 Fire Control: +3/+2/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns

Heavy Pulse Cannon
 Class: Particle
 Mode: Pulse
 Damage: 15 1d5 Times
 Maximum Pulses: 6
 Grouping Range: +1 per 4
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+3/-1
 Intercept Rating: -1
 Rate of Fire: 1 per 3 turns

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

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: Pulse Cannon
- 7-9: Hvy Interceptor Bty
- 10-18: Forward Struct
- 19-20: PRIMARY Hit

SIDE HITS

- 1-3: Port/Stb Thrust
- 4-6: Interceptor
- 7-10: Heavy LPA
- 11-12: Heavy LPA Reactor
- 13-18: Port/Stb Struct
- 19-20: PRIMARY Hit

AFT HITS

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

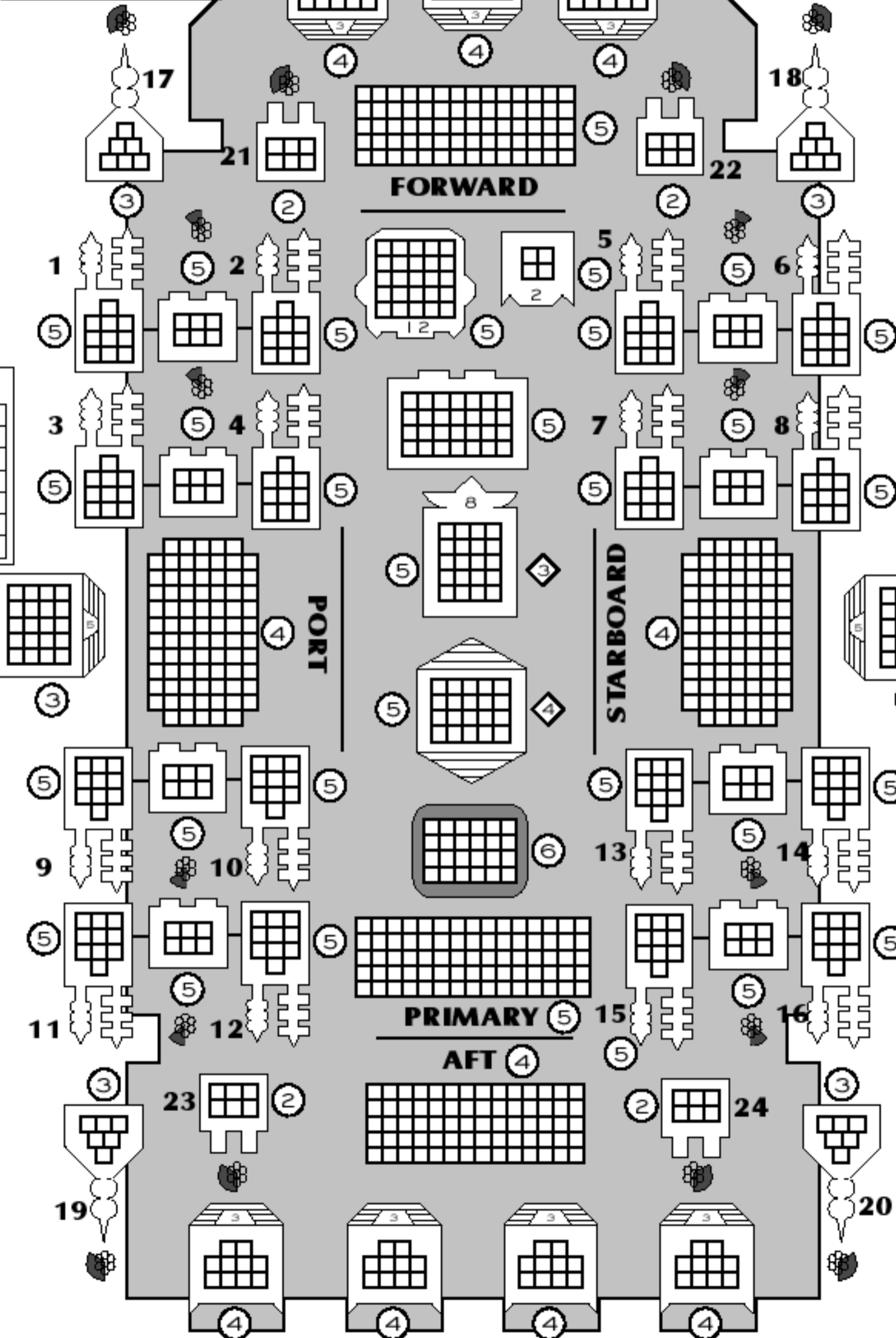
PRIMARY HITS

- 1-10: Primary Struct
- 11-12: Jump Engine
- 13-14: Sensors
- 15-16: Engine
- 17: Primary Hangar
- 18-19: Reactor
- 20: C & C

SENSOR DATA

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

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Pulse Cannon
- Hvy Laser/Pulse Array
- Interceptor
- Hvy Interceptor

Hvy Interceptor Bty
 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

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