

Poseidon Supercarrier

Earth Alliance

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Forward hits

- 1-4 : Retro thruster
- 5-6 : Med Pulse Cannon
- 7-9 : Heavy Interceptor
- 10-18 : Structure
- 19-20 : PRIMARY hit

Side Hits

- 1-3 : Side thruster
- 4 : Sid Particle Beam
- 5-7 : Interceptor
- 8-12 : Hangar
- 13-18 : Structure
- 19-20 : PRIMARY hit

Aft Hits

- 1-6 : Main thruster
- 7-9 : Med Pulse Cannon
- 10-12 : Heavy Interceptor
- 13-18 : Structure
- 19-20 : PRIMARY hit

PRIMARY HITS

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

Specs

Class	Cap
Point value	950
Deployment	Limited
In service	2255

Hangar

Launch:	96/turn
Fighters	96
Shuttles	4

Stats

Engine Effic.	3/1
Pivot	4
Roll	3
Ramming	400

WEAPON	Type	Int	ROF	Mode	Range	Fire Ctrl	Damage
Medium Pulse	Pulse	-2	2	Std	-1/hex	+4/+3/+1	d 5 x 10
Standard P. Beam	Particle	-2	1	Std	-1/hex	+4/+4/+4	d10 + 6
Interceptor Mk-II	Particle	-4	1	Std	-2/hex	--/+8	d10 + 8
Heavy Interceptor Btty	Particle	-4	1	Std	-2/hex	--/+10	2d10 +6

Speed (accn) (4)	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
Turn cost	3/2	1	2	2	3	4	4	5	6	6	7	8	8	9	10	10
Turn delay	3/2	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5
No. of turns	3+	3+	3+	3+4	3+1	3+4	2+4	2+2	2+4	1+8	1+7	1+6	1+5	1+4	1+3	

System	Power	Turn 1	2	3	4	5	6	7	8	9	10	11	12	13	14
INITIATIVE	+ 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1. Pulse Cannon	<input type="checkbox"/>														
2. Pulse Cannon	<input type="checkbox"/>														
3. Pulse Cannon	<input type="checkbox"/>														
4. Pulse Cannon	<input type="checkbox"/>														
5. Std Particle Beam	<input type="checkbox"/>														
6. Std Particle Beam	<input type="checkbox"/>														
7. Std Particle Beam	<input type="checkbox"/>														
8. Std Particle Beam	<input type="checkbox"/>														
9. Heavy Interceptor	<input type="checkbox"/>														
10. Heavy Interceptor	<input type="checkbox"/>														
11. Heavy Interceptor	<input type="checkbox"/>														
12. Heavy Interceptor	<input type="checkbox"/>														
13. Interceptor	<input type="checkbox"/>														
14. Interceptor	<input type="checkbox"/>														
15. Interceptor	<input type="checkbox"/>														
16. Interceptor	<input type="checkbox"/>														
17. Interceptor	<input type="checkbox"/>														
18. Interceptor	<input type="checkbox"/>														
Extra power available	+0														
EW / Thrust bought															
EW / Thrust total	8 / 12														
Defensive EW		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
CCEW		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Target 1															
Target 2															
Target 3															
Target 4															
Target 5															
Speed		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Pivot															
Slide															