

EA Charon Frigate (Alpha Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 13 (10)
In Service: 2243	Turn Delay: 1/2 Speed	Stb/Port Defense: 14 (11)
Point Value: 420	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 60	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 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA	
Medium Laser Cannon	
Class: Laser	
Modes: Raking	5
Damage: 3d10+12	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+2/-3	
Interception Rating: n/a	
Rate of Fire: 1 per 3 turns	
Light Pulse Cannon	
Class: Particle	2
Mode: Pulse	
Damage: 8 1d5 Times	
Maximum Pulses: 6	
Grouping Range: +1 per 4	
Range Penalty: -2 per hex	
Fire Control: +3/+3/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
Interceptor Mk-I	
Intercept Rating: -3	1
Rate of Fire: 1 per turn	
OFFENSIVE MODE:	
Class: Particle	
Mode: Standard	
Damage: 1d10+5	
Fire Control: --/--/+6	
Range Penalty: -2 per hex	

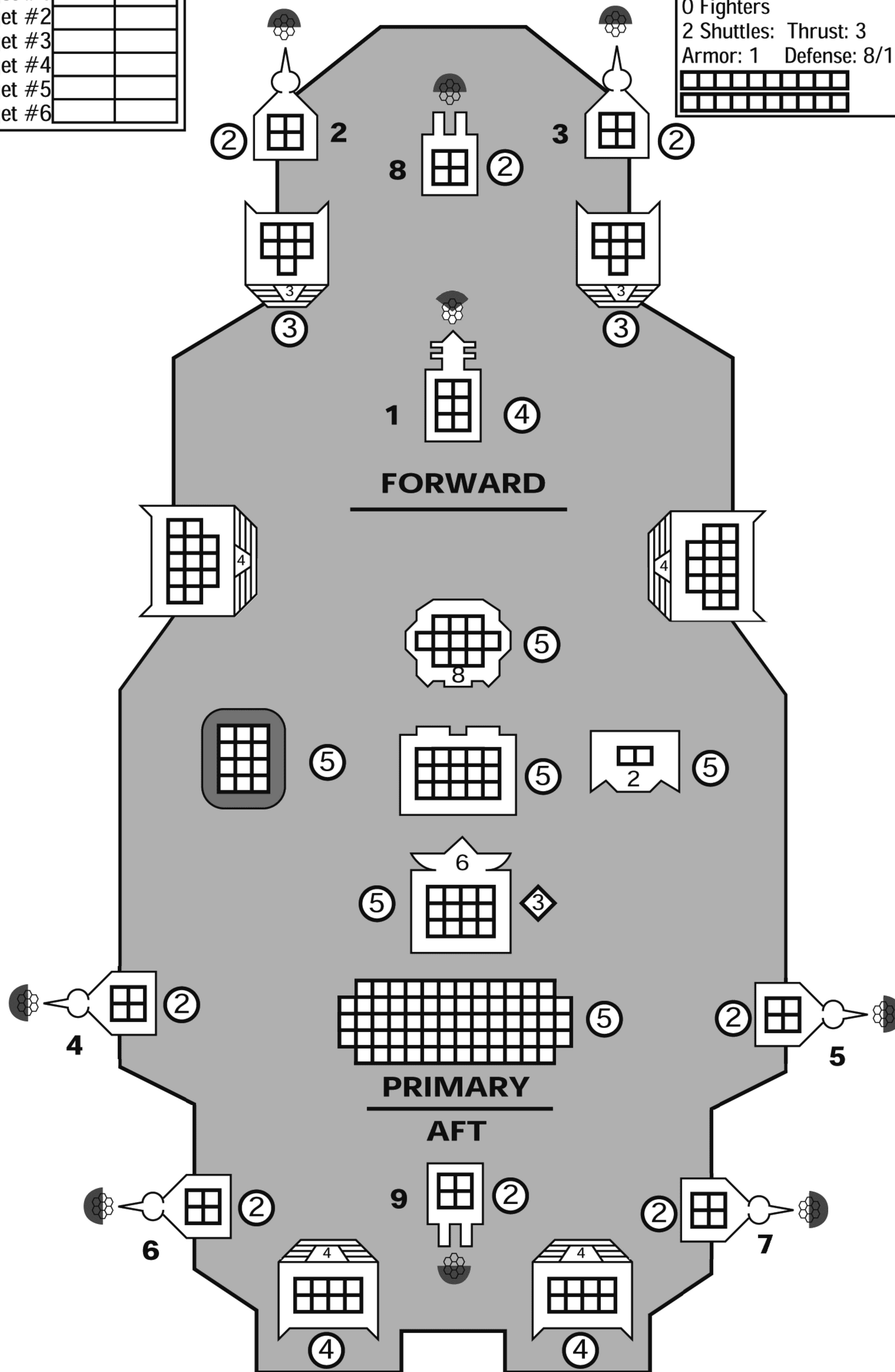
FORWARD HITS
1-6: Retro Thrust
7-8: Medium Laser
9-10: Lt Pulse Cannon
11-12: Interceptor
13-17: Structure
18-20: PRIMARY Hit

AFT HITS
1-8: Main Thrust
9-10: Lt Pulse 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	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Lt Pulse Cannon
	Medium Laser
	Interceptor