

## EA Exeter Attack Boats (4)

SPECS	MANEUVERING	COMBAT STATS
Class: Lt Combat Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 11
In Svc: 2261-2264	Turn Delay: 1/4 Speed	Stb/Port Defense: 11
Point Value:	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor:	Pivot Cost: 1 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 1 Thrust	Initiative Bonus: +14
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 2 3 3 3 3	
Turn Delay	1 1 1 1 2 2 2 2 3 3 3 3	

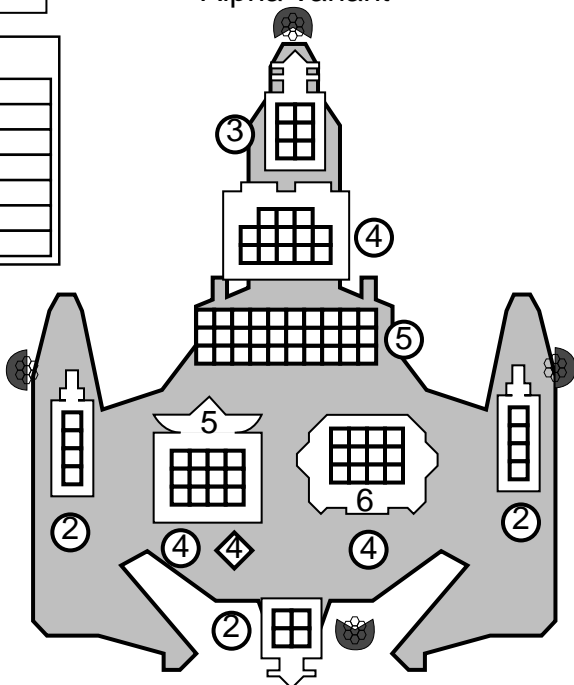
WEAPON DATA
Standard Particle Beam Class: Particle Modes: Standard Damage: 1d10+6 Range Penalty: -1 per hex Fire Control: +4/+4/+4 Intercept Rating: -2 Rate of Fire: 1 per turn
Light Laser Cannon Class: Laser Modes: Raking Damage: 2d10+7 Range Penalty: -1 per hex Fire Control: +2/+1/-2 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
Light Pulse Cannon Class: Particle Mode: Pulse Damage: 8 1d5 Times Maximum Pulses: 6 Grouping Range: +1 per 4 Range Penalty: -2 per hex Fire Control: +3/+3/-2 Intercept Rating: -2 Rate of Fire: 1 per turn
Class-SO Missile Rack Class: Ballistic Missiles: 12 Range Penalty: None Fire Control: +2/+2/+2 Rate of Fire: 1 per 2 turns

**HIT LOCATIONS**  
1-10: Structure  
11-12: Forward Weapon  
13-15: Aft Weapon  
16-17: Drive  
18-19: Reactor  
20: Control

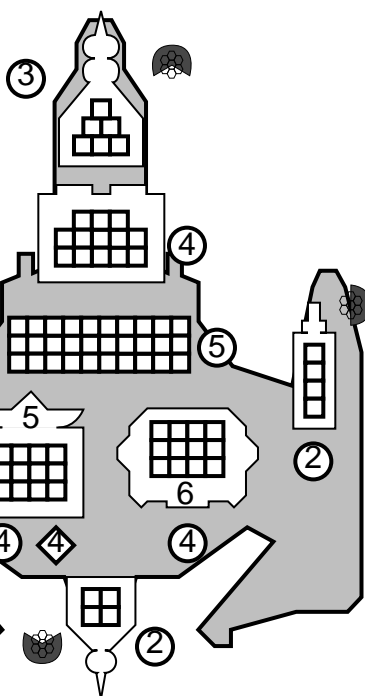
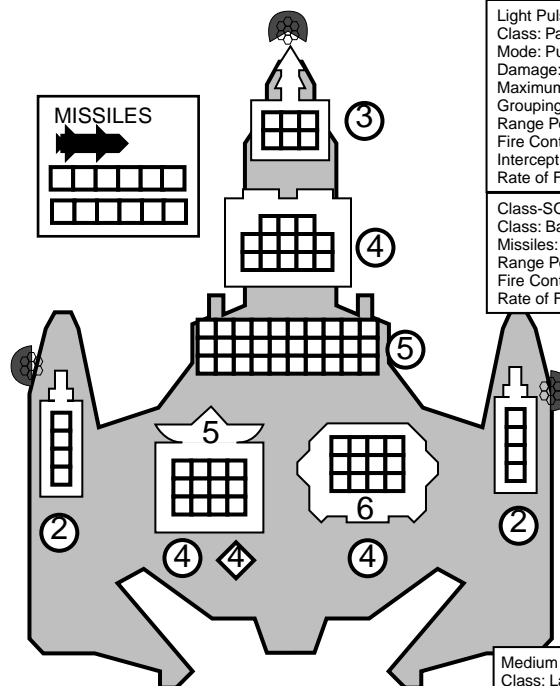
**SPECIAL NOTES**  
Agile Ship  
Atmospheric Capable

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

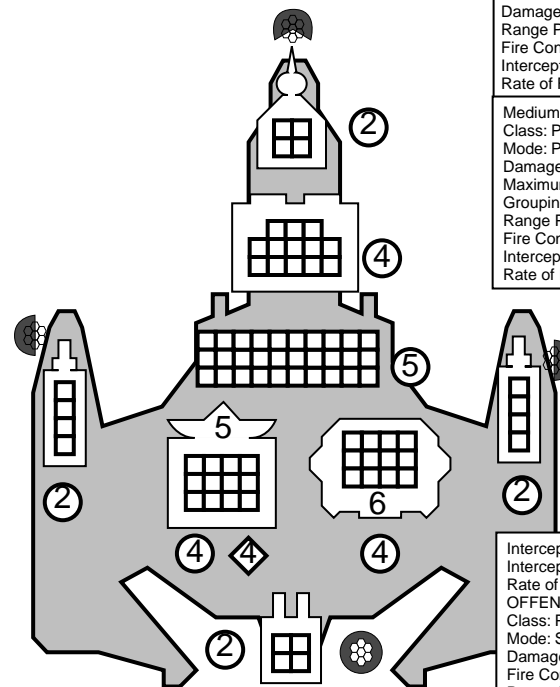
Alpha Variant



Beta Variant



Gamma Variant



Delta Variant (Defense ratings decreased by 3)

Medium Laser Cannon Class: Laser Mode: Raking Damage: 3d10+12 Range Penalty: -1 per 2 hexes Fire Control: +3/+2/-3 Intercept Rating: n/a 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-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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### ICON RECOGNITION

- Control
- C & C
- Drive
- Reactor
- Med Laser Cannon
- Med. Pulse Cannon
- Class-SO Missile Rack
- Lt Laser
- Lt Pulse Cannon
- Std Particle Beam
- Interceptor