



EA Freedom Heavy Cutter (Delta Model)

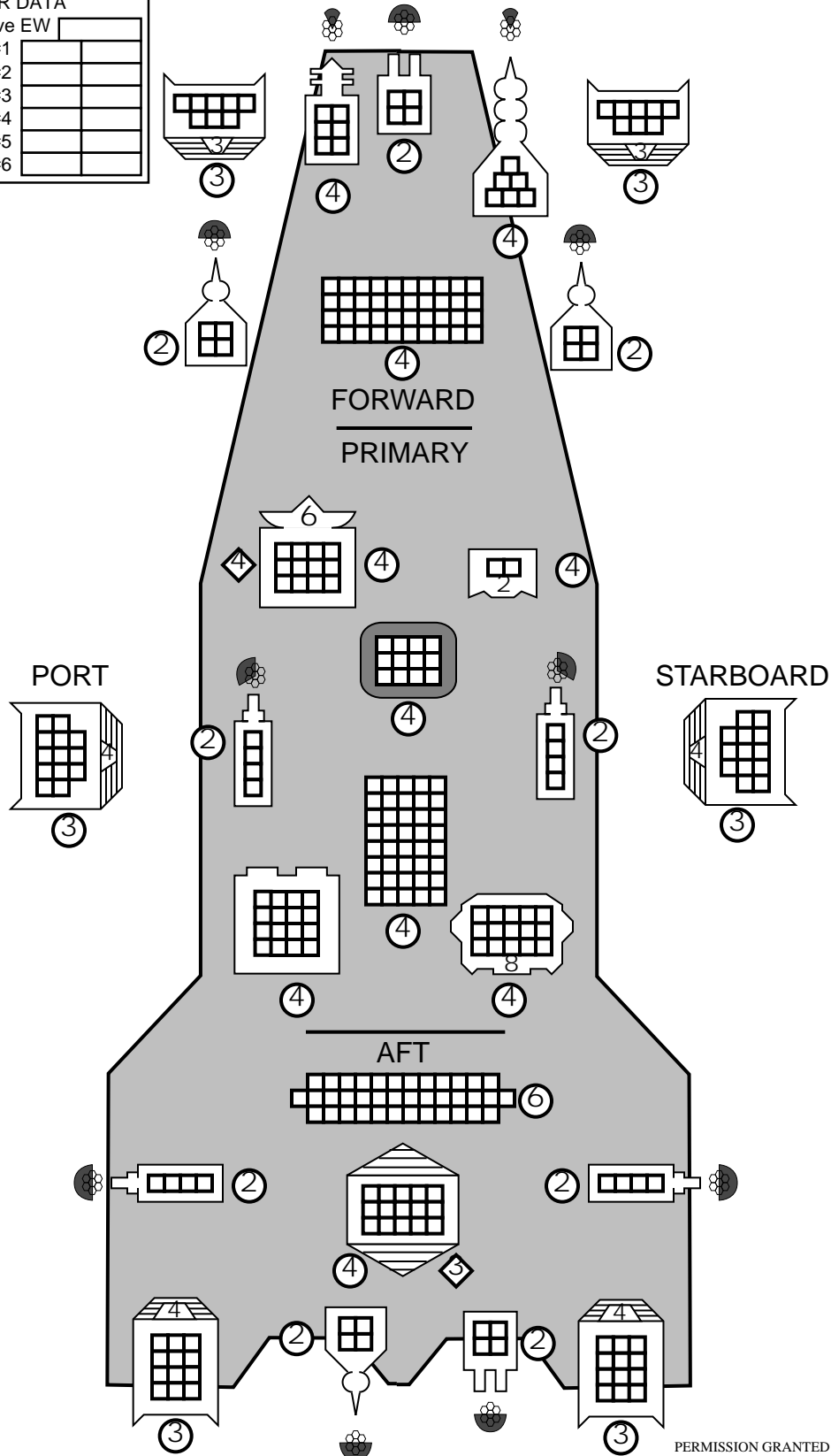


SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vls	Turn Cost 2/3 Speed	Fwd/Aft Defense: 14 (11)
In Service: 2236	Turn Delay: 2/3 Speed	Stb/Port Defense: 14 (11)
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor:	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 24 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

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
Interceptor Mk-I Intercept Rating: -3 Rate of Fire: 1 per turn OFFENSIVE MODE: Class: Particle Mode: Standard Damage: 1d10+5 Fire Control: -1/-1/+6 Range Penalty: -2 per hex
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/+4 Intercept Rating: -2 Rate of Fire: 1 per turn
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
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

FORWARBITS
1-4 Retro Thrust
5-6 Lt. Pulse Cannon
7 Interceptor
8-9: Hvy Pulse Cannon
10-11: Laser Cannon
12-18: Forward Struct
19-20 PRIMARY Hit
AFT HITS
1-6 Main Thrust
7-8 Std Particle Beam
9-10 Interceptor
11: Lt Pulse Cannon
12-13 Jump Engine
14-18 Aft Struct
19-20 PRIMARY Hit
PRIMARY HITS
1-6 Primary Struct
7-8 Std Particle Beam
9-10 Port/Stb Thrust
11-12 Missile Rack
13-14 Sensors
15-16 Engine
17 Hangar
18-19 Reactor
20 C & C

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



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Jump Engine
Reactor
Hangar
Std Particle Beam
Medium Laser
Hvy Pulse Cannon
Lt Pulse Cannon
Interceptor

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