

Cotten Long-Range Tender

Earthforce encountered a number of rude surprises as it pushed outward in the late 2100's. In particular were the attacks by the Koulani and Ch'lon and the raids by the Narn and Centauri privateers. The Koulani captured a base and smashed a valuable Epimetheus cruiser, which could have been saved if a suitable vessel had been available to repair it on location. The Ch'lon attack, while successfully countered, left Earthforce Admirals scrambling to locate civilian cargo ships to haul fuel and parts for the Avenger's remaining Starfuries, new Starfuries to replace those lost and the numerous other supplies needed by a far flung task force whose operations were extended and accelerated by a foreign aggressor. The situations on the Narn and Centauri borders only added to the problems as distant task forces ate through their typical patrol supplies at unexpectedly prodigious rates. What was needed was a new breed of high-speed supply ship, built from the ground up to support large-scale military activities in potentially hazardous conditions. To date, Earthforce had tended to ignore the support infrastructure in its push to protect Earth Alliance assets and establish itself as a military power. Clearly, any further growth of Earthforce would need to introduce and build in significant numbers several new classes of the less glamorous support nature.

In terms of fleet support, that vessel would be the Cotten Class Long-Range Tender. Fast and equipped with a jump engine, the Cotten would be able to keep up with the fleet. Large, with almost twice the internal volume and mass of the Nova class Dreadnought, almost all the Cotton's internal volume was dedicated to the transport of goods and supplies needed to extend the reach and service time of Earth Alliance warships and exploration vessels. And finally, capable of extending construction frames, the Cotten would be able to act as a pseudo dry dock facility for the repair and maintenance of capital class starships.

First deployed in Y2176, the Cotten was considered by many Earthgov Senators a white cow, costing entirely too much per unit for what was perceived to be a fairly limited mission scope. The high cost was hardly a surprise considering the jump engine and large thruster package backed by the prototype interceptors/ewe array. But while Senators complained, Admirals raved at the resulting extended mission times and heightened availability of its fleet assets. Requests for additional Cottens doubled overnight and then quickly doubled again. Not surprisingly far fewer Cottens would be authorized for construction than requested, but Earthgov got the message. A unit's value was not always to be measured by the number and size of guns it possessed.

In Y2223, with nary a complaint, Earthgov funded the Earthforce request for an updated Cotten. Entering service in Y2225 the new Cotten-Beta would benefit from number of improvements, most critically, additional weapons. Earthforce had quickly realized the folly of sending unarmed support elements in to support fleet assets in anything more than a peacetime environment. In a war, the Cotten would have to be able to defend itself. To that end, three medium plasma cannons were added along with the new Mk-I interceptors and an overall armor upgrade. The other major enhancement was the improved thruster package to allow the Cotten to continue to keep up with the new units being deployed. The Cotten-Beta would prove to be a critical asset during the Dilgar war. In fact, after the war, many Admirals would contend that the Cottens made the whole roll back and siege of the Dilgar possible by providing the fast moving fleets continuous and timely resupply and repair. The Dilgar went so far as to deploy a number of small wolf packs whose sole mission was to find and destroy Cottens. An interesting result of these wolf packs was an intriguing rumor of a Cotten based Q-Ship though Earthforce has continued to deny that any such unit or units has or ever will exist.

Following the war, Earthforce again updated the Cottens to their current Gamma model in Y2246. The most obvious improvement was the replacement of the plasma cannons with pulse weapons but the new Gamma also received an improved sensor suite and yet another round of armor upgrades. None of which ultimately mattered during the Earth-Minbari war. Initially used to support operations as far as possible away from the main fleet support facilities, a number of Cottens would be destroyed when the Minbari came looking for them after the fleets they supported were wiped out. In the end most of the Cottens would survive the war, by virtue of being one of the better refugee haulers in the fleet. At the time of the Battle of the Line, most Cottens were in deep space escaping with what was assumed to be the remains of the human race. In the years that followed, surviving warships of Earthforce would see near fanatical support by Cottens, whose crews saw the loss of any additional warships as personal failures. As Earthforce rebuilt and the ratio of Cottens to fleet units returned to prewar norms, the roll of the Cotten returned to its more sedate roll.

Dry Dock Module

The Dry Dock Module consists of a series of extendable construction frames and numerous repair stations, which, when deployed can be used to repair heavily damaged ships. While not capable of restoring entire structure blocks, a Dry Dock Module can repair totally destroyed systems. Each Dry Dock Module may have a rating which indicates the number of destroyed boxes which may be repaired in a single day. A Dry Dock Module can repair only one ship at a time. If a ship has more than 1 Dry Dock Module then it may repair a number of ships equal to the number of Dry Docks it has, or it use multiple Dry Docks to repair a single ship, though only half the repair rating of the additional Dry Docks may be used. Finally, the Dry Dock modules of the following additional rules for the systems it repairs:

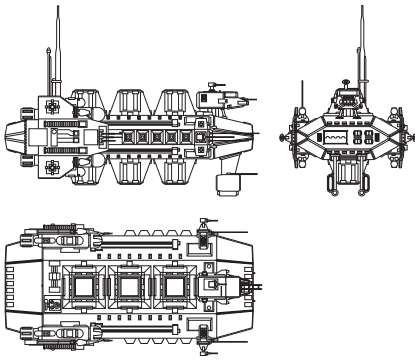
- May not repair structure boxes or systems attached to a structure block that has been totally destroyed.
- Only 1/4 of the hits a given structure block has taken may be repaired (the rest require the services of a base).
- Only 1/2 of the hits a given system has taken may be repaired (the rest require the services of a base) though any current criticals are removed.
- Fighter structure boxes count as a 1/2 hit each, thus each repair point repairs two fighter structure boxes. In addition, there is no limit to the number of fighter structure boxes that can be repaired.

Each Dry Dock module is capable of repairing 100 points of damage before that ship carrying the module must resupply.

To receive repairs, a ship must dock with the ship carrying the Dry Dock Module. To dock, requires that the ships be in the same hex, have matching speeds and headings. If a Dry Dock Module is destroyed, a ship may not dock to it and it destroyed while attached, the docked ship is immediately assumed to be undocked and all repairs and re-supply are halted.

Design Notes

The Cotten is the culmination of two sources. The basic ship and the original artwork are from the Earthforce Sourcebook by Chameleon Eclectic. Interestingly, the artwork in the book which has subsequently been labeled as the Cotten does not match the silhouette used in the ship-to-ship combat section of the same book. Go figure. The second source was Agents of Gaming and its Earth Wars Playtest Package. In it they provided an SCS (based on the silhouette used in the ship-to-ship combat section of the Earthforce Sourcebook) and rules of the Dry Dock Module which they called a DryDock. Subsequently, I have taken the artwork, the ship-to-ship combat statistics and Agents of Gaming SCS to develop my personal view of the Cotten throughout its current service life from Alpha to Gamma. The Dry Dock Module rules are essentially straight from Agents of Gaming and should be taken with a grain of salt. Since the repair times are so slow, they will have no effect on a given scenario (unlike repair systems on the first one vessels) but will have major effects on campaigns. Please feel free to alter as needed. As always any comments would be greatly appreciated.



Version 1: 2E/RLB

Name: _____ Counter: _____



EA Cotton Long-Range Tender (Alpha Model)

SPECS

Class: Capital Ship
In Service: 2176
Point Value: 550
Ramming Value: 320
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 16 (14)
Stb/Port Defense: 16 (14)
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Interceptor Prototype
Intercept Rating: -2
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Modes: Standard
Damage: 1d10+3
Fire Control: --/+4
Range Penalty: -2 per hex

FORWARD HITS

1-6: Retro Thrust
7-8: Interceptor
9-12: Cargo A or B
13-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: Cargo A or B
8-9: Cargo C or D
10-11: Cargo E or F
12-13: Dry Dock Module
14-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7: Interceptor
8-9: Jump Engine
10-12: Cargo E or F
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SENSOR DATA

Defensive EW

Target #1

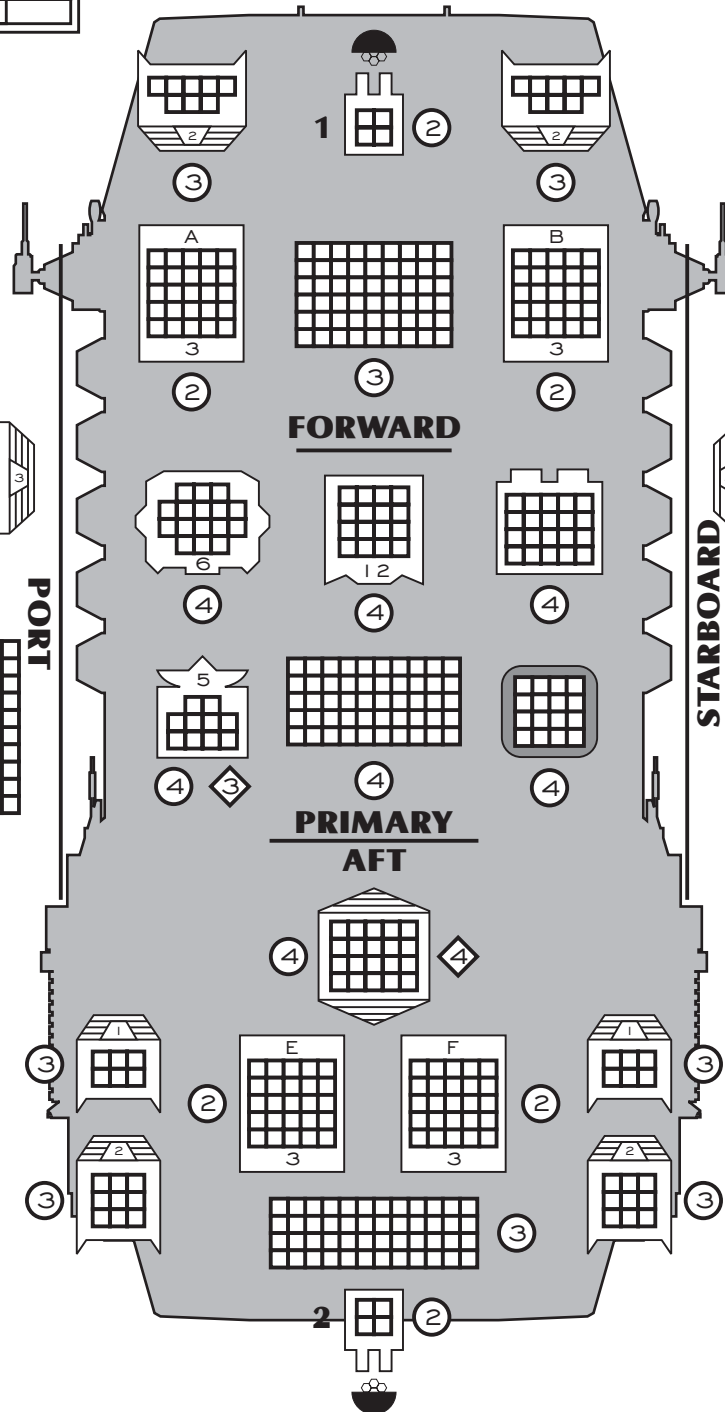
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Target #3

Target #4

Target #5

Target #6

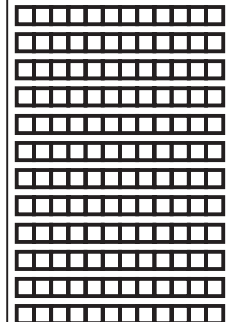


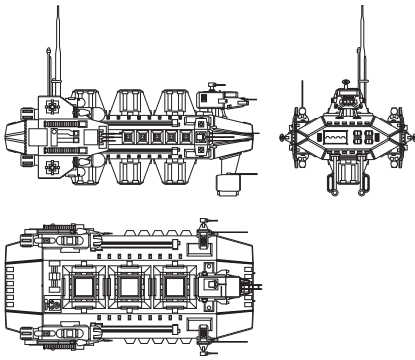
ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Jump Engine
- Engine
- Reactor
- Hangar
- Cargo
- Dry Dock Module
- Interceptor

HANGAR

12 Cargo Shuttles Thrust: 3
Armor: 0 Defense: 12/12





Version 2: 2E/RLB

Name: _____ Counter: _____



EA Cotten Long-Range Tender (Beta Model)

SPECS

Class: Capital Ship
In Service: 2225
Point Value: 550
Ramming Value: 320
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 16 (13)
Stb/Port Defense: 16 (13)
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Med Plasma Cannon
Class: Plasma
Modes: Standard
Damage: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

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

FORWARD HITS

1-5: Retro Thrust
6-7: Med Plasma Cannon
8: Interceptor
9-12: Cargo A or B
13-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Med Plasma Cannon
7-8: Cargo A or B
9-10: Cargo C or D
11: Cargo E or F
12-13: Dry Dock Module
14-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7: Interceptor
8-9: Jump Engine
10-12: Cargo E or F
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SENSOR DATA

Defensive EW

Target #1

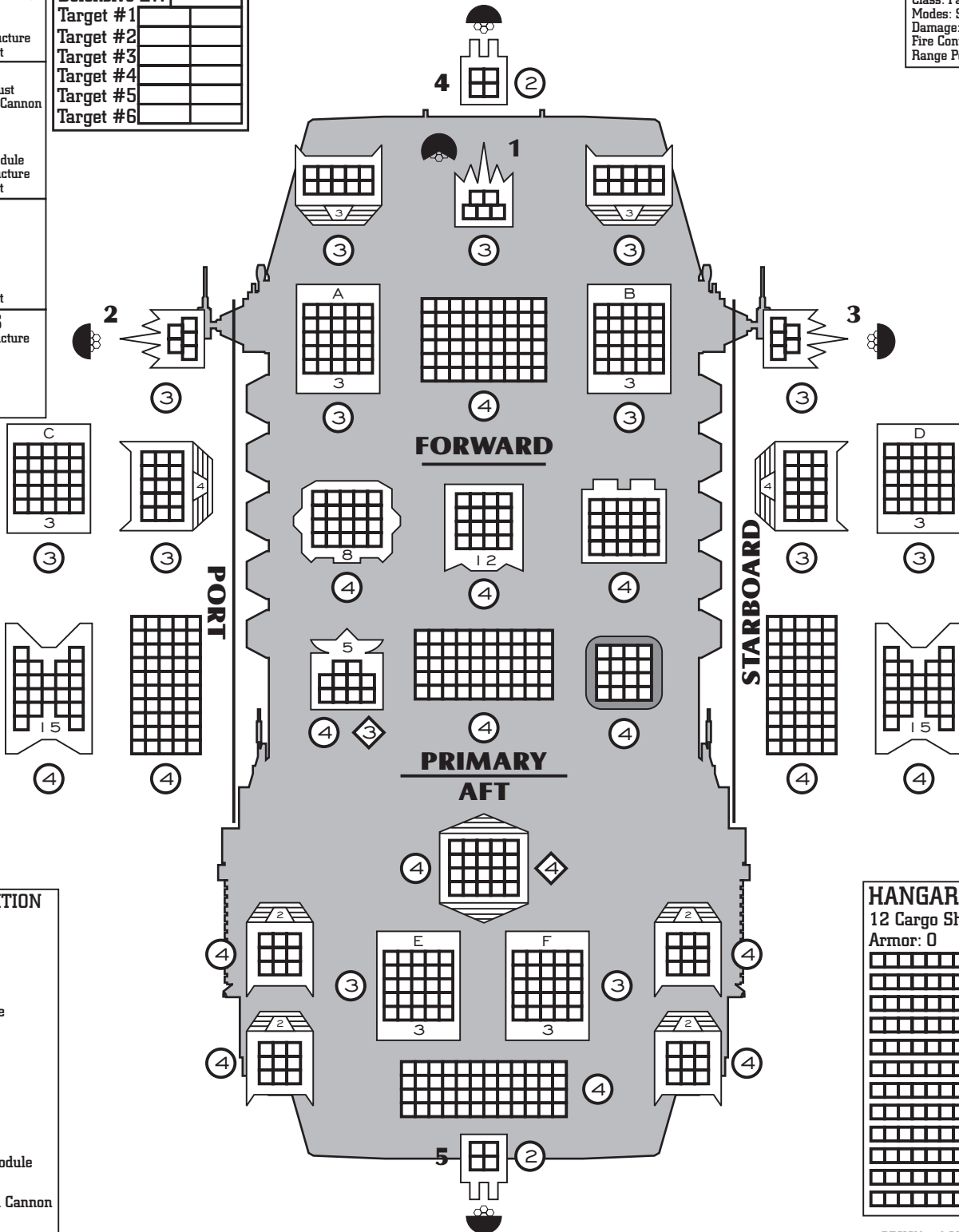
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Target #3

Target #4

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Target #6

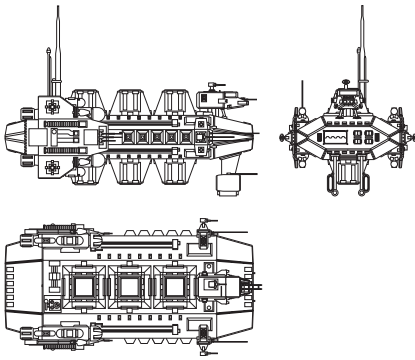


ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Jump Engine
- Engine
- Reactor
- Hangar
- Cargo
- Dry Dock Module
- Med Plasma Cannon
- Interceptor

HANGAR

12 Cargo Shuttles Thrust: 3
Armor: 0 Defense: 12/12



Version 1: 2E/RLB

Name: _____ Counter: _____



EA Cotten Long-Range Tender [Gamma Model]

SPECS

Class: Capital Ship
In Service: 2246
Point Value: 550
Ramming Value: 320
Jump Delay: 24 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 16 (13)
Stb/Port Defense: 16 (13)
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Med Pulse Cannon
Class: Particle
Modes: Standard
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
Modes: Standard
Damage: 1d10+5
Fire Control: --/--/+5
Range Penalty: -2 per hex

FORWARD HITS

1-5: Retro Thrust
6-7: Med Pulse Cannon
8: Interceptor
9-12: Cargo A or B
13-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
5-6: Med Pulse Cannon
7-8: Cargo A or B
9-10: Cargo C or D
11: Cargo E or F
12-13: Dry Dock Module
14-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7: Interceptor
8-9: Jump Engine
10-12: Cargo E or F
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-11: Primary Structure
12-13: Sensors
14-15: Engine
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20: C & C

SENSOR DATA

Defensive EW

Target #1

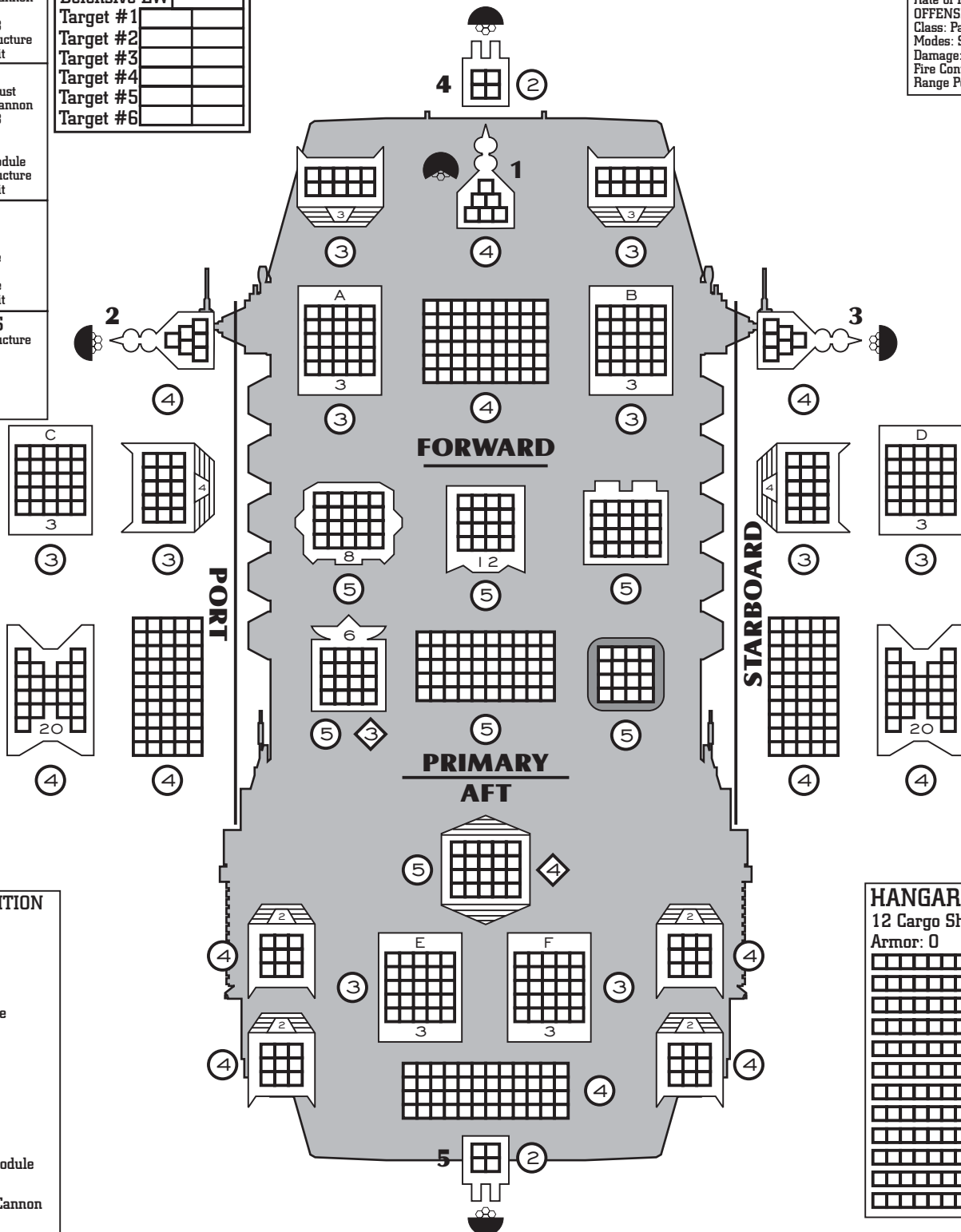
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Jump Engine
- Engine
- Reactor
- Hangar
- Cargo
- Dry Dock Module
- Med Pulse Cannon
- Interceptor

HANGAR

12 Cargo Shuttles Thrust: 3
Armor: 0 Defense: 12/12
