

EA Cotten Tender

SPECS

Class: Hvy Combat Vsl
In Service: 2242
Point Value: ?????
Ramming Factor: 270
Jump Delay: 24 turns

MANEUVERING

Turn Cost: 4/3 Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 2
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 16 (13)
Stb/Port Defense: 17 (14)
Engine Efficiency: 4/1
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	2	3	4	6	7	8	10	11	12	14	15	16

PRIMARY HITS

1-6 Primary Structure
7-8 SPB
9-10 Cargo
11 Jump Drive
12-13 Sensor
14-15 Engine
16-17 hangar
18-19 Reactor
20 C&C

FORWARD HITS

1-3 Retro Thrust
4-7 Medium Pulse
8-10 Interceptor
11-18 Forward Structure
19-20 Primary Hit

AFT HITS

1-6 Main Thrust
7-9 Cargo
10-12 Interceptor
13-18 Aft Structure
19-20 Primary Hit

SIDE HITS

1-4 Prt/Stb Thruster
5-8 Light Pulse
9-12 Interceptor
13-16 Prt/Stb Structure
17-19 Cargo
20 Primary Hit

WEAPON DATA

Medium Pulse Cannon

Class: Particle
Modes: Pulse
Damage: 10x5 (4)
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Light Pulse Cannon

Class: Particle
Modes: Pulse
Damage: 8x5 (4)
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Standard Partical Beam

Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per 1 hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Interceptor MK-1

Class: Particle
Modes: Standard
Damage: 1d10+5
Range Penalty: -2 per hex
Fire Control: -/-/+6
Intercept Rating: -3
Rate of Fire: 1 per turn

Cargo
2

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

Target #6

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