

# Brixadi Tender

## SPECS

Class: Capital Ship  
In Service: 2114  
Point Value: 250  
Ramming Factor: 170  
Jump Delay: 40 turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 15  
Engine Efficiency: 2/1  
Extra Power: +0  
Initiative Bonus: +0

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	1	2	2	3	3	4	4	5	5	6	6

## FORWARD HITS

1-5: Retro Thrust  
6-10: Docking Collar  
11-12: Particle Shot  
13-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port / Stb Thrust  
6-9: Cargo  
10: Chaff Launcher  
11-12: Lt Particle Projector  
13-18: Port/Stb Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
9-10: Jump Drive  
11-12: Main Thrust  
13-14: Sensors  
15-16: Engine  
17: Hanger  
18-19: Reactor  
20: C&C

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## Special Notes

Special Hull Arrangement  
(No Aft Hits or Structure)

## MAIN HANGAR

4 Shuttles: Thrust: 6  
Armor: 0 Defense: 9/11

## WEAPON DATA

### Particle Projector

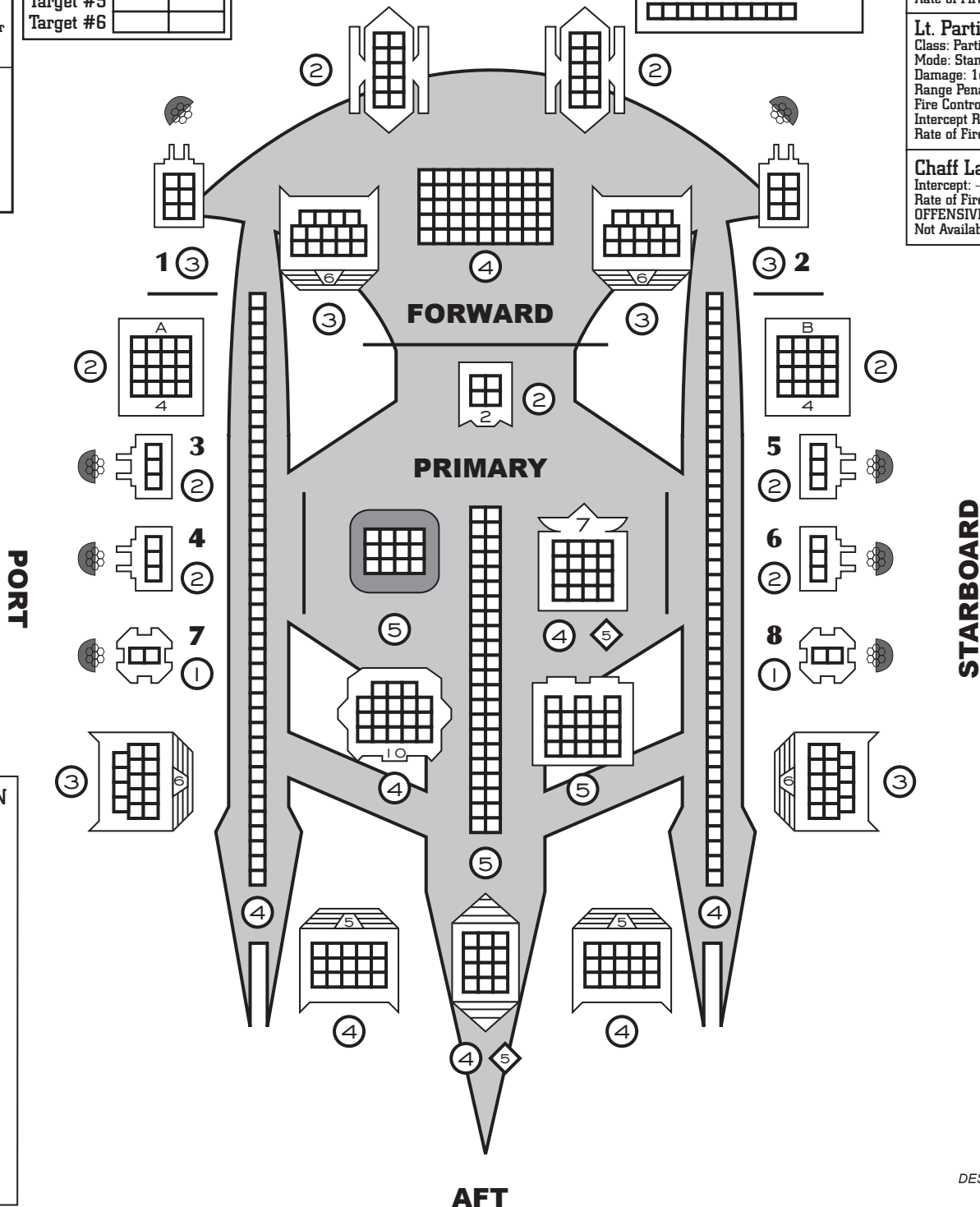
Class: Particle  
Mode: Standard  
Damage: 1d10+4  
Range Penalty: -1 per hex  
Fire Control: +2/+2/+1  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns

### Lt. Particle Projector

Class: Particle  
Mode: Standard  
Damage: 1d6+2  
Range Penalty: -2 per hex  
Fire Control: +2/+2/+3  
Intercept Rating: -2  
Rate of Fire: 1 per turn

### Chaff Launcher

Intercept: -2 (against hex)  
Rate of Fire: 1 per 2 turns  
OFFENSIVE MODE:  
Not Available



## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hanger
- Jump Engine
- Cargo
- Docking Collar
- Particle Projector
- Light Particle Projector
- Chaff Launcher