

Modified Etti Lighters [3]

SPECS

Class: Lt. Combat Vsl
In Service: --
Point Value: 200 each
Ramming Factor: 35
Hyper Cost: 5 Power

MANEUVERING

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

COMBAT STATS

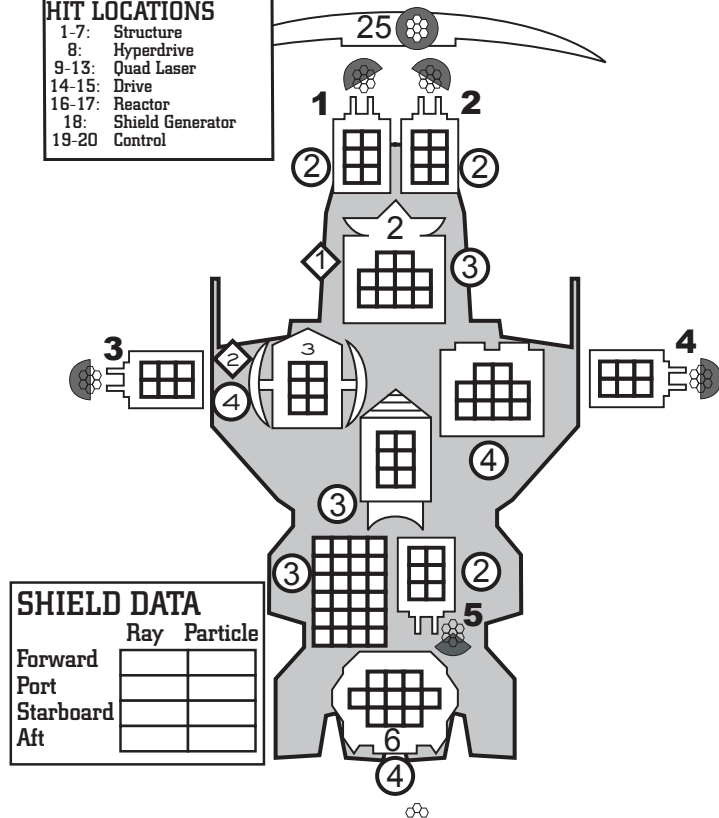
Fwd/Aft Defense: 10
Sth/Port Defense: 12
Engine Efficiency: 2/1
Extra Power: +0
Initiative Bonus: +14

WEAPON DATA

Quad Laser Turret
Class: Laser
Mode: Standard
Damage: 2d6+4
Range Penalty: -1 per hex
Fire Control: +2/+3/+5
Interception Rating: -4
Rate of Fire: 1 per turn

HIT LOCATIONS

1-7: Structure
8: Hyperdrive
9-13: Quad Laser
14-15: Drive
16-17: Reactor
18: Shield Generator
19-20: Control



ETTI #1

SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

ETTI #2

SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SHIELD DATA

	Ray	Particle
Forward		
Port		
Starboard		
Aft		

SHIELD DATA

	Ray	Particle
Forward		
Port		
Starboard		
Aft		

ETTI #3

SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

ICON RECOGNITION

Control Reactor Tractor Beam Quad Laser
Drive Shield Generator Hyperdrive