

# Barada Fizur Fast Gunboats (4)

## SPECS

Class: Lt Combat Vsl  
In Service: 2229  
Point Value: 200 each  
Ramming Factor: 25  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 9  
Stb/Port Defense: 11  
Engine Efficiency: 1/1  
Extra Power: 0  
Initiative Bonus: +14

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

## 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

**Dual Light Particle Gun**  
Class: Particle  
Modes: Standard  
Damage: 1d6+3  
Range Penalty: -2 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: -2  
Rate of Fire: 2 per turn

## HIT LOCATIONS

1-10: Structure  
11-12: Med Blast Cannon  
13-15: Lt Blast Cannon  
16-17: Drive  
18-19: Reactor  
20: Control

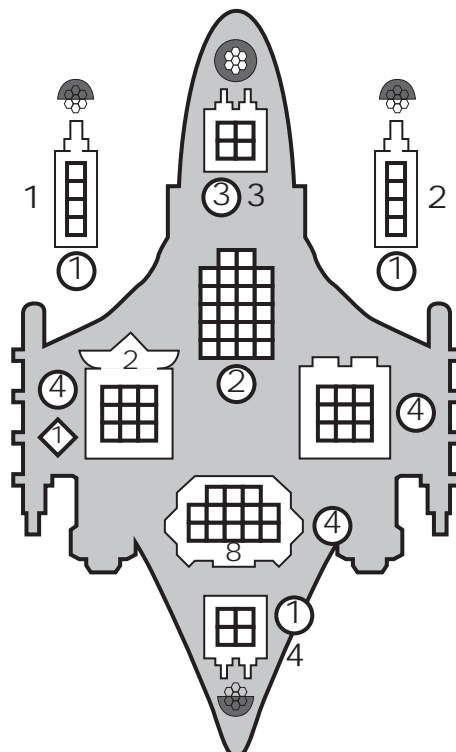
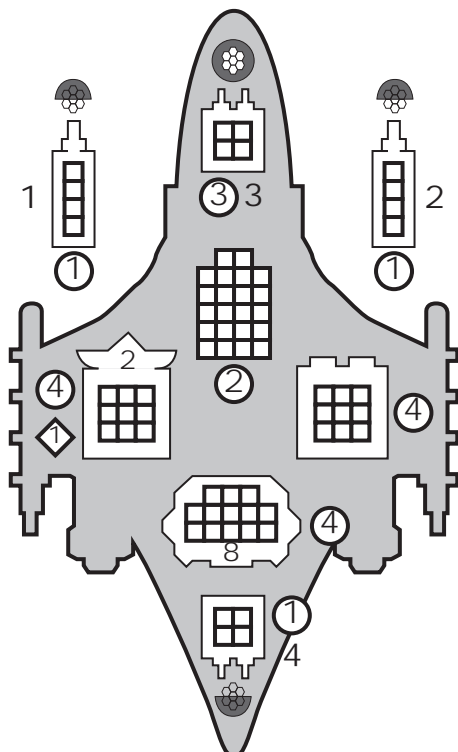
## SPECIAL NOTES

Agile Ships  
Atmospheric Capable

## SENSOR DATA

Defensive EW

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



## SENSOR DATA

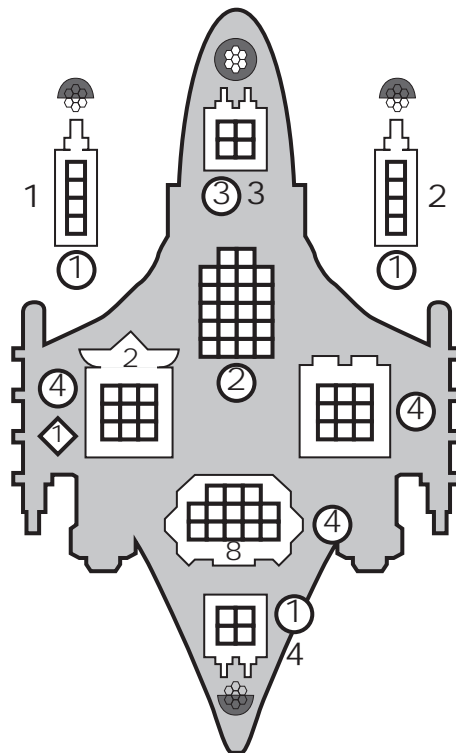
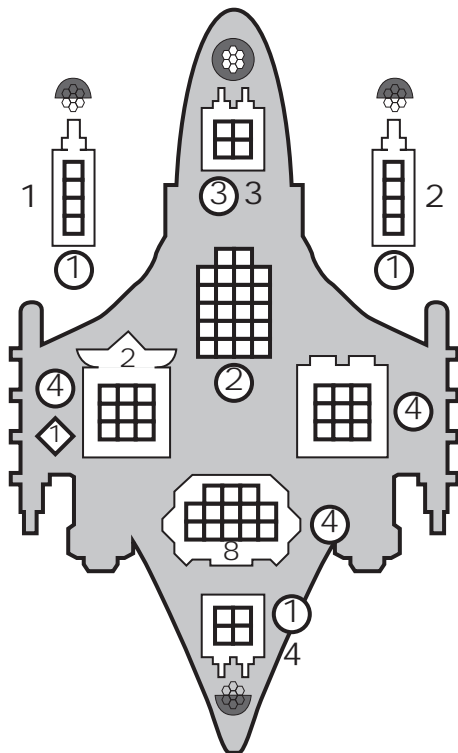
Defensive EW

Target #1  
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Defensive EW

Target #1  
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## SENSOR DATA

Defensive EW

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

## ICON RECOGNITION

Control  
 Drive  
 Reactor  
 Std Particle Beam  
 Dual Light Particle Gun