

Belt Alliance Light Gunboats (4)

SPECS			MANEUVERING					COMBAT STATS				
Class: Lt Combat Vsl			Turn Cost: 1/4 Speed					Fwd/Aft Defense: 11				
In Service: 2192			Turn Delay: 1/4 Speed					Stb/Port Defense: 11				
Point Value: 200 each			Accel/Decel Cost: 1 Thrust					Engine Efficiency: 1/1				
Ramming Factor: 40			Pivot Cost: 1 Thrust					Extra Power: 0				
Jump Delay: N/A			Roll Cost: 1 Thrust					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

Medium Blast Cannon

Class: Matter
Modes: Pulse
Damage: 5 1d5 times
Maximum Pulses: 5
Grouping Range: +1 per 5
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Interceptor Mk-I

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

Before 2235:

Interceptor Prototype

Intercept Rating: -2
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+3
Fire Control: --/--/+4
Range Penalty: -2 per hex
Reduce cost by 5 per weapon

SENSOR DATA

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

Blast Cannon

Ammunition

Weapon #1

SENSOR DATA

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

Blast Cannon

Ammunition

Weapon #1

HIT LOCATION

1-10: Structure
11-12: Medium Blast Cannon
13-15: Std Particle Beam
16-17: Interceptor
18: Drive
19: Reactor
20: Control

SPECIAL NOTES

Agile Ships
No Energy Web

SENSOR DATA

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

Blast Cannon Ammunition

Weapon #1

SENSOR DATA

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

Blast Cannon Ammunition

Weapon #1

ICON RECOGNITION

- Control
- Drive
- Reactor
- Std Particle Beam
- Med Blast Cannon
- Interceptor

