

Belt Alliance Heavy Gunboat

SPECS			MANEUVERING					COMBAT STATS				
Class: Hv Combat Vsl			Turn Cost: 1/2 Speed					Fwd/Aft Defense: 14				
In Service: 2213			Turn Delay: 1/2 Speed					Stb/Port Defense: 14				
Point Value: 475			Accel/Decel Cost: 2 Thrust					Engine Efficiency: 2/1				
Ramming Factor: 110			Pivot Cost: 2+2 Thrust					Extra Power: 0				
Jump Delay: N/A			Roll Cost: 1+1 Thrust					Initiative Bonus: +12				
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Del ay	1	1	2	2	3	3	4	4	5	5	6	6

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

Light Blast Cannon

Class: Matter
Modes: Pulse
Damage: 3 1d3 times
Maximum Pulses: 4
Grouping Range: +1 per 5
Range Penalty: -1 per hex
Fire Control: +2/+1/+0
Intercept Rating: -1
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

Heavy Blast Cannon

Class: Matter
Modes: Pulse
Damage: 8 1d6 times
Maximum Pulses: 6
Grouping Range: +1 per 5
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/+0
Intercept Rating: -1
Rate of Fire: 1 per 3 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

Blast Cannon

Brass Cannon
Ammunition
Weapon #1
 
Weapon #2
 
Weapon #3
 
 
 
Weapon #4
 
 
 

FORWARD HITS

1-6: Retro Thrust
7: Heavy Blast Cannon
8: Medium Blast Cannon
9-10: Std Particle Beam
11: Interceptor
12-18: Forward Struct
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Std Particle Beam
9-10: Engine
11: Interceptor
12-18: Aft Struct
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
9-11: Port/Stb Thrust
12-13: Light Blast Cannon
14-15: Sensors
16: Hangar
17-19: Reactor
20: C & C

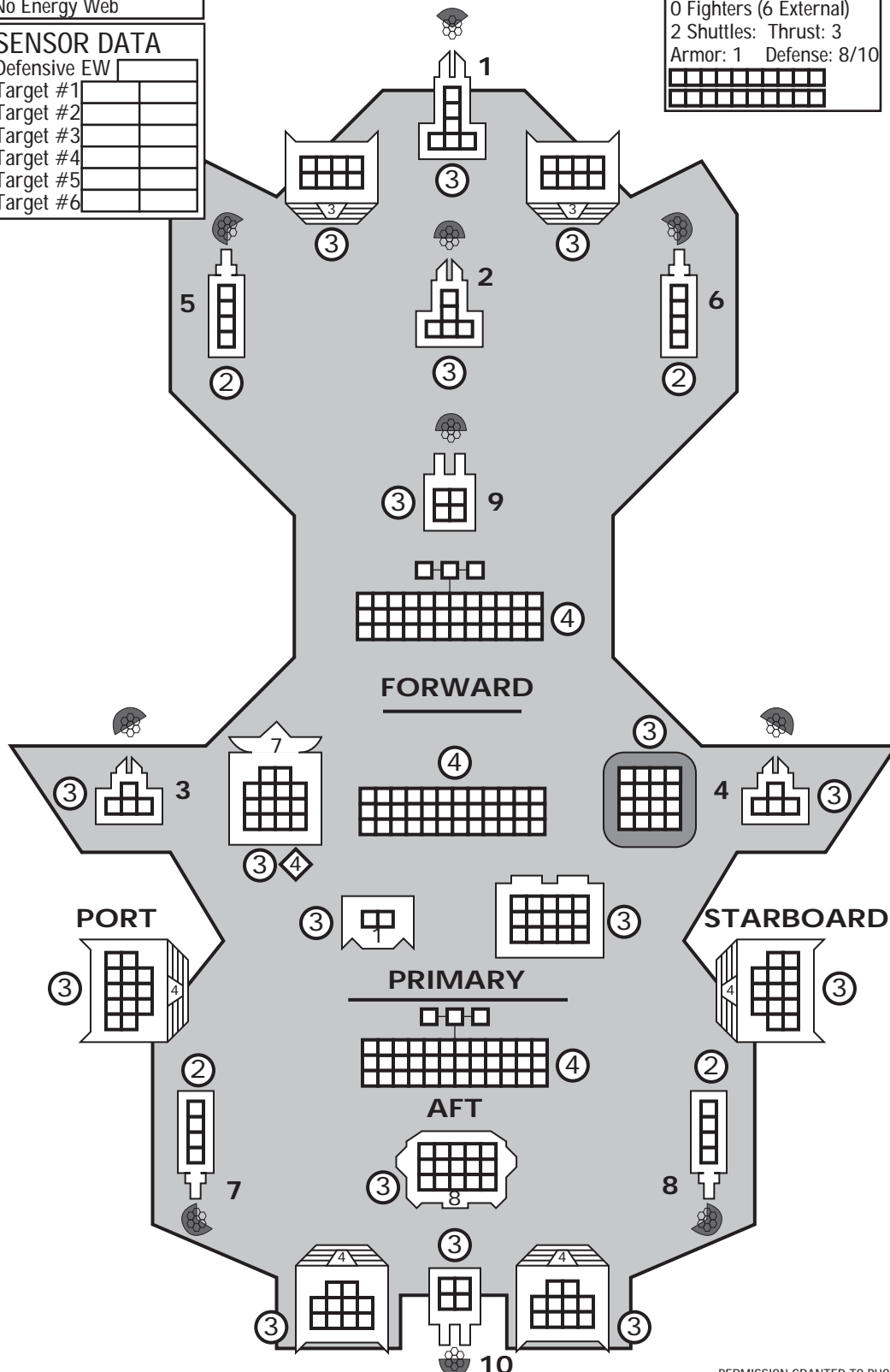
SPECIAL NOTES

Limited Deployment (33%)
No Energy Web

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

