

# Heavy Gunboat Variant (Uncommon)

Version 1: 2E/RP2

Name: \_\_\_\_\_

Counter: \_\_\_\_\_



## Belt Alliance Heavy Pulse Gunboat

### SPECS

Class: Hv Combat Vsl  
In Service: 2251  
Point Value: 490  
Ramming Factor: 110  
Jump Delay: N/A

### MANEUVERING

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

### COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 14  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +6

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 Delay	1	1	2	2	3	3	4	4	5	5	6	6

### HANGAR

0 Fighters (6 External)  
2 Shuttles: Thrust: 3  
Armor: 1 Defense: 8/10

### WEAPON DATA

**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

**Medium Pulse Cannon**  
Class: Particle  
Mode: Pulse  
Damage: 10 1d5 Times  
Maximum Pulses: 6  
Grouping Range: +1 per 4  
Range Penalty: -1 per hex  
Fire Control: +4/+3/+1  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns

**Light Pulse Cannon**  
Class: Particle  
Mode: Pulse  
Damage: 8 1d5 Times  
Maximum Pulses: 6  
Grouping Range: +1 per 4  
Range Penalty: -2 per hex  
Fire Control: +3/+3/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

**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

**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

**Blast Cannon Ammunition**  
Weapon #1



### FORWARD HITS

1-6: Retro Thrust  
7: Heavy Blast Cannon  
8: Medium Pulse 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 Pulse Cannon  
14-15: Sensors  
16: Hangar  
17-19: Reactor  
20: C & C

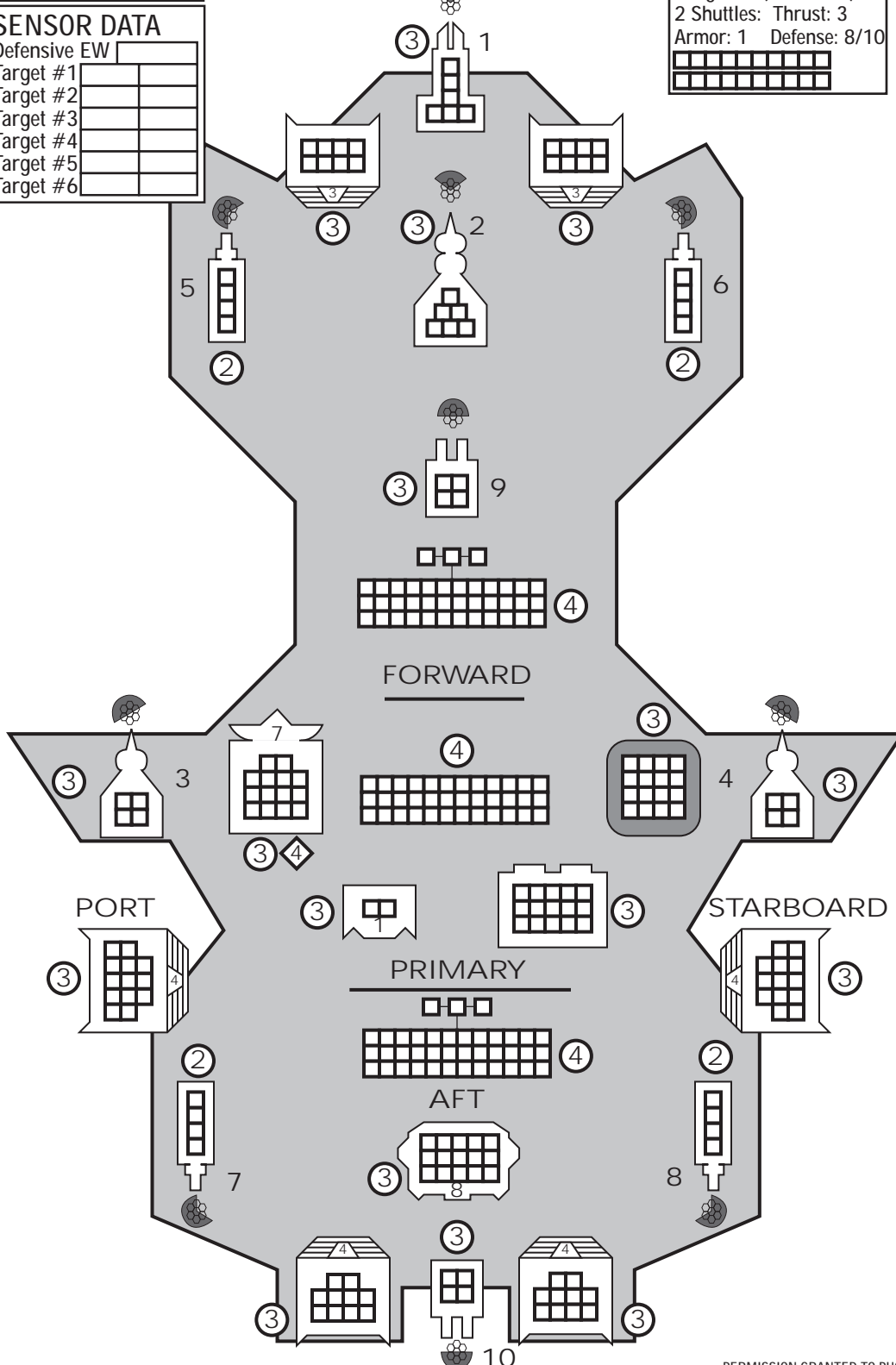
### SPECIAL NOTES

Limited Deployment (33%)  
No Energy Web

### SENSOR DATA

Defensive EW

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



### ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Heavy Blast Cannon
- Std Particle Beam
- Lt Pulse Cannon
- Med Pulse Cannon
- Interceptor
- Ext. Fighter Rail