

Belt Alliance Medium Gunboat

SPECS

Class: Medium Ship
In Service: 2188
Point Value: 350
Ramming Factor: 60
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 1+1 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 13
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +12

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

HANGAR

0 Fighters
1 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

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

Interceptor Mk-I

Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: +3/+2/+0
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: +3/+2/+0
Range Penalty: -2 per hex
Reduce cost by 5 per weapon

Blast Cannon Ammunition

Weapon #1



Weapon #2



Weapon #3



FORWARD HITS

1-6: Retro Thrust
7-8: Medium Blast Cannon
9-10: Std Particle Beam
11: Interceptor
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-10: Engine
11: Interceptor
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

No Energy Web

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

ICON RECOGNITION

