

Shipman: "Blaze"



## EA Harpoon Gunboat (Alpha Model)

### SPECS

Class: Medium Ship  
In Service: 2271  
Point Value:  
Ramming Factor:  
Jump Delay: 24 Turns

### MANEUVERING

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

### COMBAT STATS

Fwd/Aft Defense: 12 (8)  
Stb/Port Defense: 13 (9)  
Engine Efficiency: 3/1  
Power Shortage: 0  
Initiative Bonus: +12

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



### WEAPON DATA

Medium Laser Cannon  
Class: Laser  
Mode: Raking  
Damage: 3d10+12  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/-3  
Intercept Rating: n/a  
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

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-II  
Intercept Rating: -4  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Particle  
Mode: Standard  
Damage: 1d10+8  
Fire Control: -/-/+8  
Range Penalty: -2 per hex

**FORWARD BITS**  
1-4: Retro Thrust  
5-6: Medium Laser  
7-8: Pulse Cannon  
9-10: Std. Particle Beam  
11-12: Interceptor  
13-17: Structure  
18-20: PRIMARY Hit

**AFT BITS**  
1-8: Main Thrust  
9-12: Interceptor  
13-17: Structure  
18-20: PRIMARY Hit

**PRIMARY BITS**  
1-8: Port/Stb Thrust  
9-11: Sensors  
12-14: Engine  
15-16: Hangar  
17-19: Reactor  
20: C & C

### SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

### HANGAR

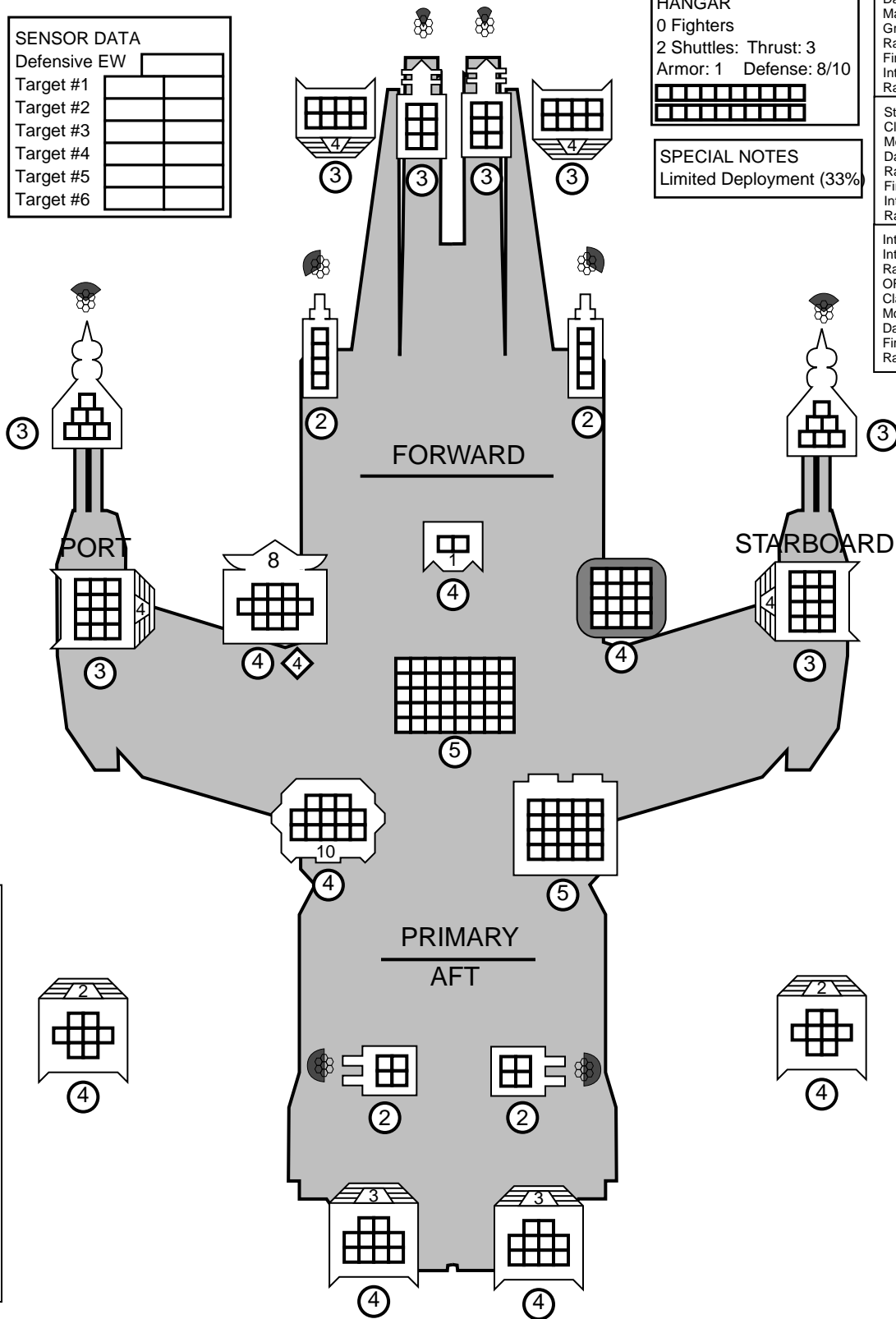
0 Fighters

2 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10

### SPECIAL NOTES

Limited Deployment (33%)



### ICON RECOGNITION

- Thrust
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Medium Laser
- Pulse Cannon
- Std Particle Beam
- Interceptor