



## EA Arterion Attack Gunship (Alpha Model)



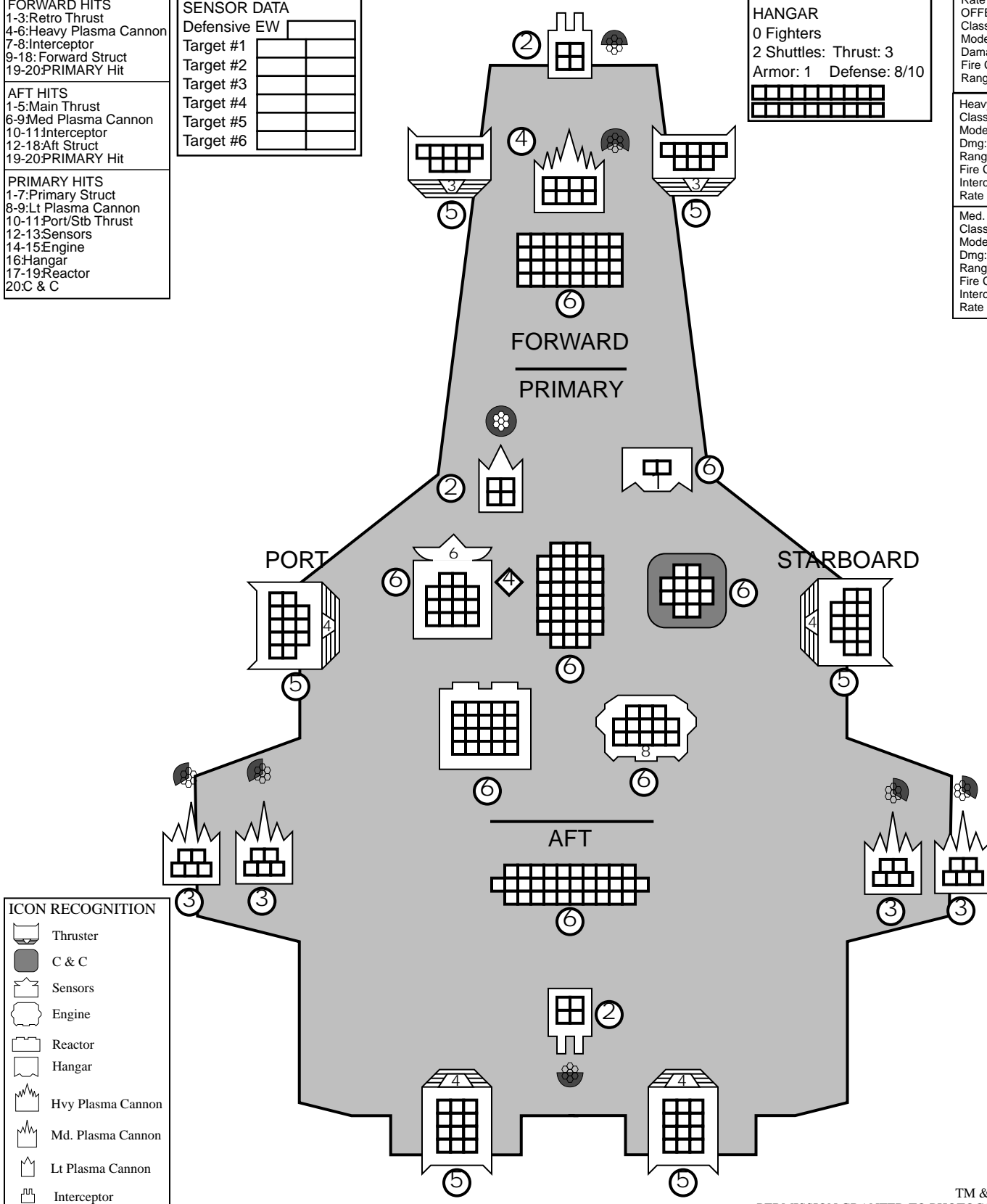
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 13 (10)
In Service: 2229	Turn Delay: 2/3 Speed	Stb/Port Defense: 14 (11)
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 140	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 3+3 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA
Light Plasma Cannon Class: Plasma Modes: Standard Dmg: 2d10+2 (-1 per 2 hexes) Range Penalty: -1 per hex Fire Control: +3/+1/-5 Intercept Rating: n/a 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
Heavy Plasma Cannon Class: Plasma Modes: Standard Dmg: 4d10+8 (-1 per 2 hexes) Range Penalty: -2 per 3 hexes Fire Control: +3/+1/-5 Intercept Rating: n/a Rate of Fire: 1 per 3 turns
Med. Plasma Cannon Class: Plasma Modes: Standard Dmg: 3d10+4 (-1 per 2 hexes) Range Penalty: -1 per hex Fire Control: +3/+1/-5 Intercept Rating: n/a Rate of Fire: 1 per 3 turns

FORWARD HITS
1-3:Retro Thrust
4-6:Heavy Plasma Cannon
7-8:Interceptor
9-18: Forward Struct
19-20:PRIMARY Hit
AFT HITS
1-5:Main Thrust
6-9:Med Plasma Cannon
10-11:Interceptor
12-18:Aft Struct
19-20:PRIMARY Hit
PRIMARY HITS
1-7:Primary Struct
8-9:Lt Plasma Cannon
10-11:Port/Stb Thrust
12-13:Sensors
14-15:Engine
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



ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Hvy Plasma Cannon
Md. Plasma Cannon
Lt Plasma Cannon
Interceptor