

Name: _____ Counter: _____



EA River Gunboat (4)

SPECS	MANEUVERING	COMBAT STATS
Class: LCV	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 11 (8)
In Service: 2263	Turn Delay: 1/4 Speed	Stb/Port Defense: 11 (8)
Point Value: 200/250	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 2/1
Ramming Factor: 50	Pivot Cost: 1 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 1 Thrust	Initiative Bonus: +14
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 2 3 3 3 3	
Turn Delay	1 1 1 1 2 2 2 2 3 3 3 3	

WEAPON DATA
Railgun
Class: Matter
Mode: Standard
Damage: 3d10 + 3
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/-3
Intercept Rating: n/a
Rate Of Fire: 1 per 3 turns
Rail Cannon
Class: Matter
Mode: Standard
Damage: 1d10 + 1
Range Penalty: -2 per hex
Fire Control: +1/+1/-1
Intercept Rating: n/a
Rate Of Fire: 1 per turn

Hit Locations

- 1-9 Structure
- 10 Interceptor
- 11-12 Hvy Laser/Pulse
- 13-15 Lt Laser/Pulse
- 16-17 Drive
- 18-19 Reactor
- 20 Control

SENSOR DATA

Defensive EW

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

WEAPON DATA

- Medium Particle Cannon**
- Class: Particle
- Mode: Standard
- Damage: 3d10 + 30
- Range Penalty: -1 per 4 hexes
- Fire Control: +3/+3/-2
- Intercept Rating: -2
- Rate Of Fire: 1 per 3 turns
- Std. Particle Beam**
- Class: Particle
- Mode: 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. 1**
- Class: Particle
- Mode: Standard
- Damage: 1d10 + 5
- Range Penalty: -2 per hex
- Fire Control: --/--/+6
- Intercept Rating: -3
- Rate Of Fire: 1 per turn

Icon Recognition

