

EA Monsoon Advanced Gunboat (Alpha Model)

SPECS

Class: Medium Ship
In Service: 2261
Point Value: 500
Ramming Factor: 45
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13 (9)
Stb/Port Defense: 13 (9)
Engine Efficiency: 3/1
Power Shortage: -3
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	2	2	3	3	4	4	5	5	6	6

HANGAR

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



WEAPON DATA

Heavy Laser Cannon
Class: Laser
Modes: R, S
Damage: 4d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 4 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

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 HITS

1-3: Retro Thrust
4-5: Hvy Laser Cannon
6-8: Med Pulse Cannon
9-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-7: Lt Pulse Cannon
8: Hangar
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-7: Port/Stbd Thrust
8-10: Port/Stbd Interceptor
11-13: Sensors
14-16: Engine
17-19: Reactor
20: C & C

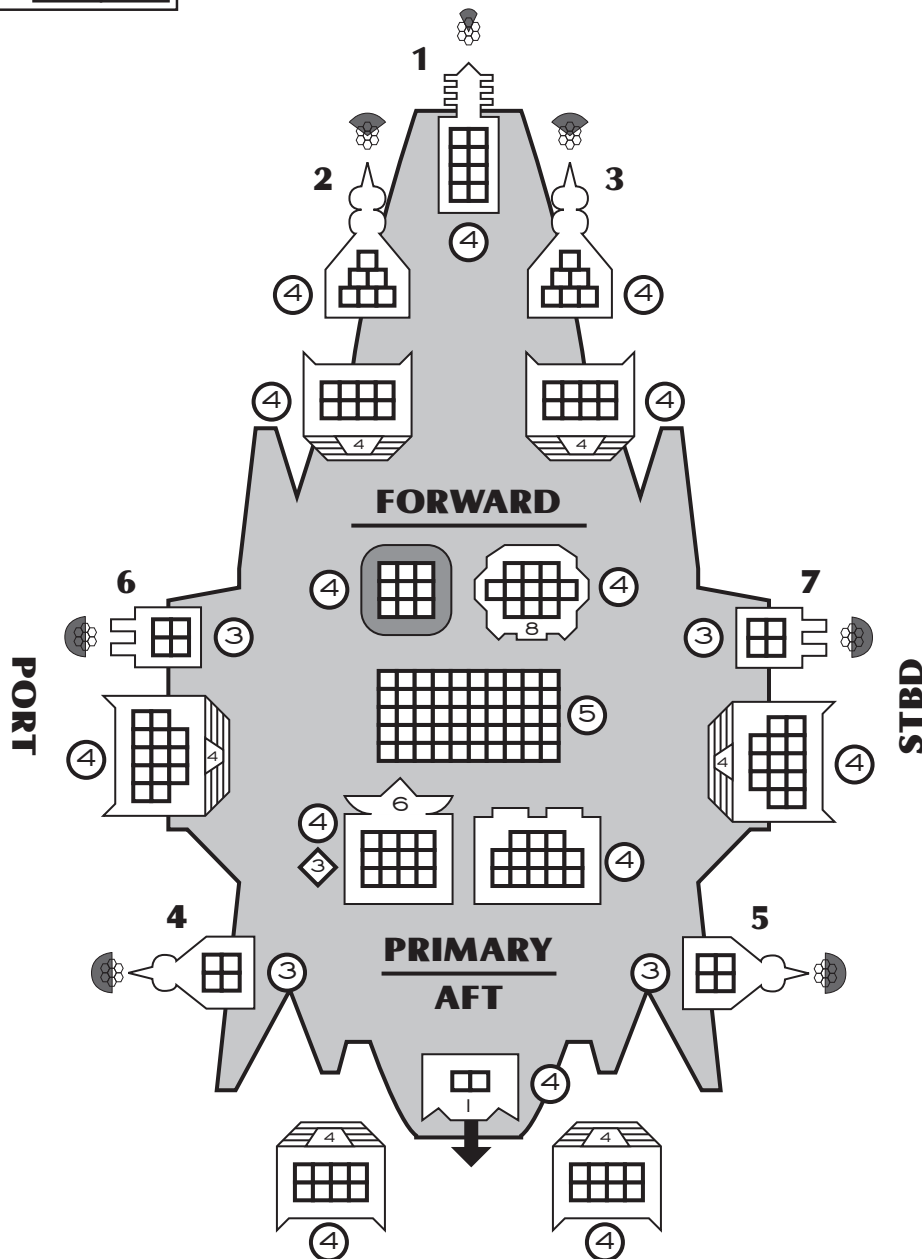
SPECIAL NOTES

Agile Ship

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

