



Hurr Boranadar Gunship

SPECS

Class: Capital Ship
In Service: 2254
Point Value: 550
Ramming Factor: 260
Jump Delay: 36 Turns

MANEUVERING

Turn Cost: 3/2 Speed
Turn Delay: 3/2 Speed
Accel/Decel Cost: 6 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 17
Engine Efficiency: 5/1
Extra Power: 0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

HANGAR

0 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 9/10

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

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

Class-S Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Class-S0 Missile Rack
Class: Ballistic
Missiles: 12
Range Penalty: None
Fire Control: +2/+2/+2
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-4: Retro Thrust
5-8: Medium Laser
9-11: Missile Rack
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-6: Port/Stb Thrust
7-10: Std Particle Beam
11-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Jump Drive
9-13: Engine
14-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-12: Primary Struct
13-15: Sensors
16: Hangar
17-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

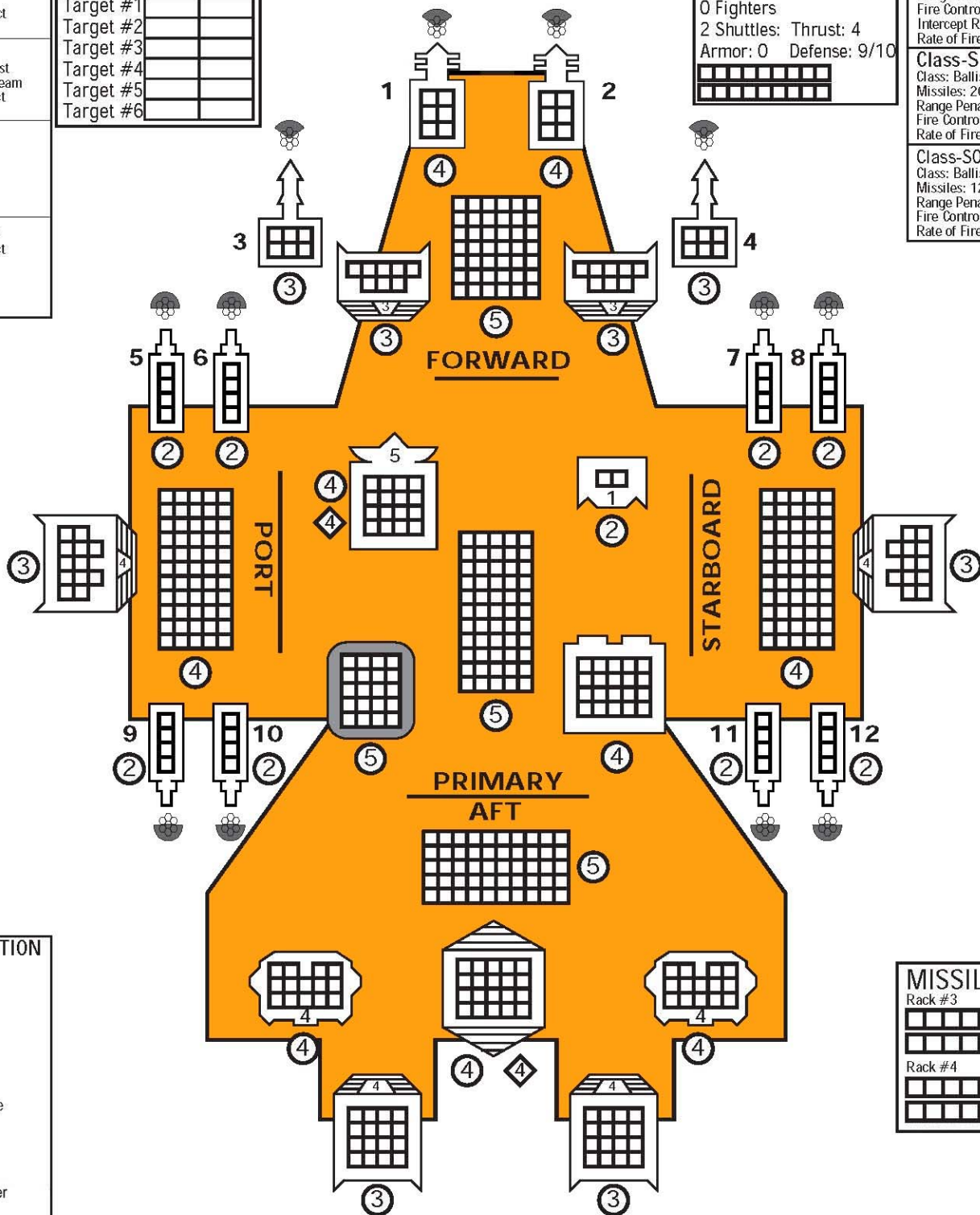
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Medium Laser
- Class-S Missile Rack
- Std Particle Beam

MISSILES

Rack #3

Rack #4
