

Name: _____ Counter: _____



Morthren Xor'thrak Gunboat

SPECS

Class: Lt. Combat Vsl
In Service: ????
Point Value:
Ramming Factor: 30
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/4 Speed
Turn Delay: 1/4 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 10
Stb/Port Defense: 11
Engine Efficiency: 1/1
Extra Power: 0
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

Light Plasma Ray
Class: Plasma
Modes: Raking (8)
Dmg: 2d10+6 (-1 per 3 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/--
Intercept Rating: n/a
Rate of Fire: 1 per turn

Atomic Agitator
Class: Molecular
Modes: Standard
Damage: 1d6+12
Range Penalty: -1 per hex
Fire Control: +2/+3/+4
Intercept Rating: -1
Rate of Fire: 1 per turn
Special: Destroys all armor of system hit.

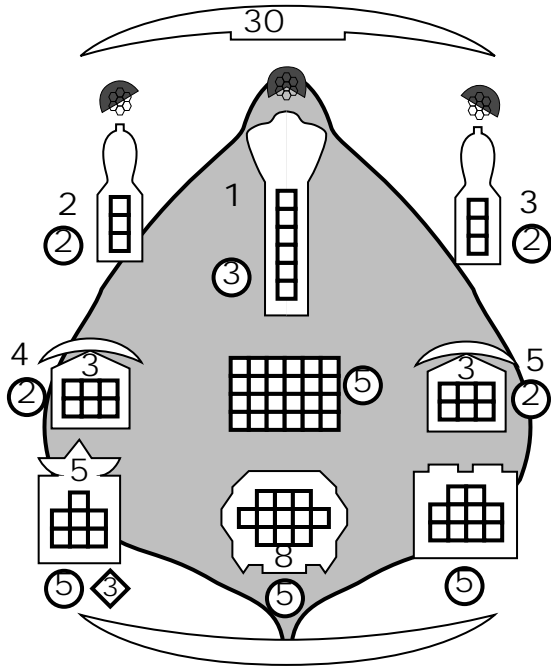
HIT LOCATIONS

1-10: Structure
11-12: Light Plasma Ray
13-15: Atomic Agitator
16-17: Drive
18: Reactor
19: Control
20: Deflector Shield

SPECIAL NOTES

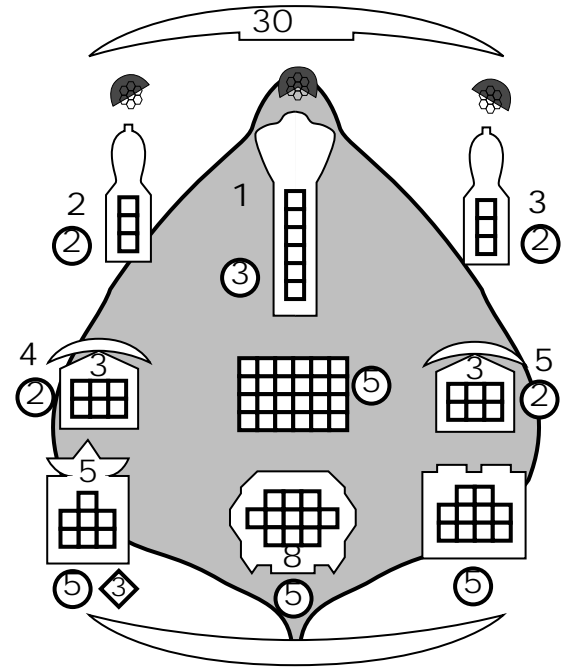
Agile Ship
Atmospheric Capable
Gravitic Drive System

Deflector Shield
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.



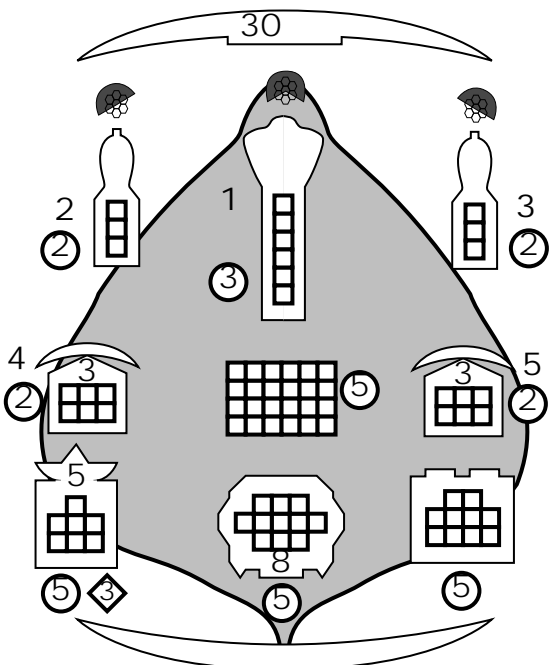
← Xor'thrak #1

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



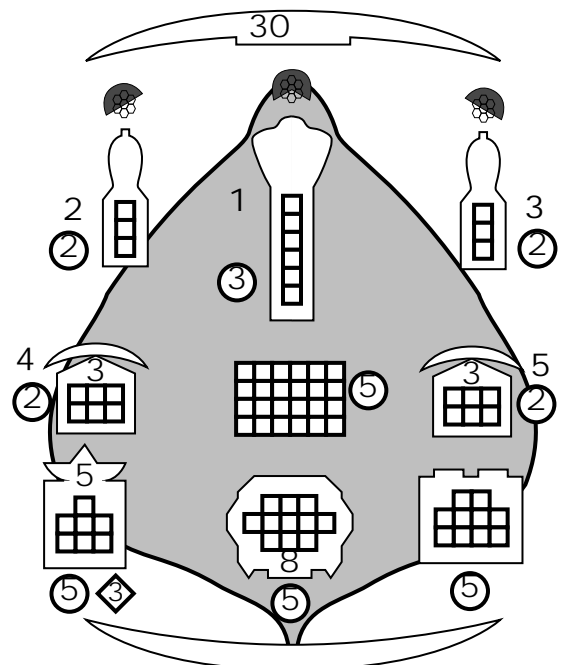
Xor'thrak #2 →

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



← Xor'thrak #3

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



Xor'thrak #4 →

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

ICON RECOGNITION

Control Reactor Deflector Shield
Drive Light Plasma Ray Atomic Agitator