

# Ingalli Osacha Gunship

## SPECS

Class: Medium Ship  
In Service: 1745  
Point Value: 325  
Ramming Factor: 60  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 11  
Stb/Port Defense: 11  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +12

## WEAPON DATA

**Light Laser Cannon**  
Class: Laser  
Modes: Raking  
Damage: 2d10+7  
Range Penalty: -1 per hex  
Fire Control: +2/+1/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

## Repeater Gun

Class: Particle  
Modes: Standard  
Damage: 1d10+3  
Range Penalty: -1 per 2 hexes  
Fire Control: +2/+2/+2  
Intercept Rating: -1 per shot  
Rate of Fire: 1 or more per turn

## FORWARD HITS

1-3: Retro Thrust  
4-6: Light Laser  
7-8: Repeater Gun  
9-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
8-9: Engine  
10-11: Light Laser  
12-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-9: Port/Stb Thrust  
10-13: Sensors  
14-15: Hangar  
16-18: Reactor  
19-20: C&C

## SPECIAL NOTES

Antiquated Sensors  
Agile Ship  
Atmospheric Capable

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

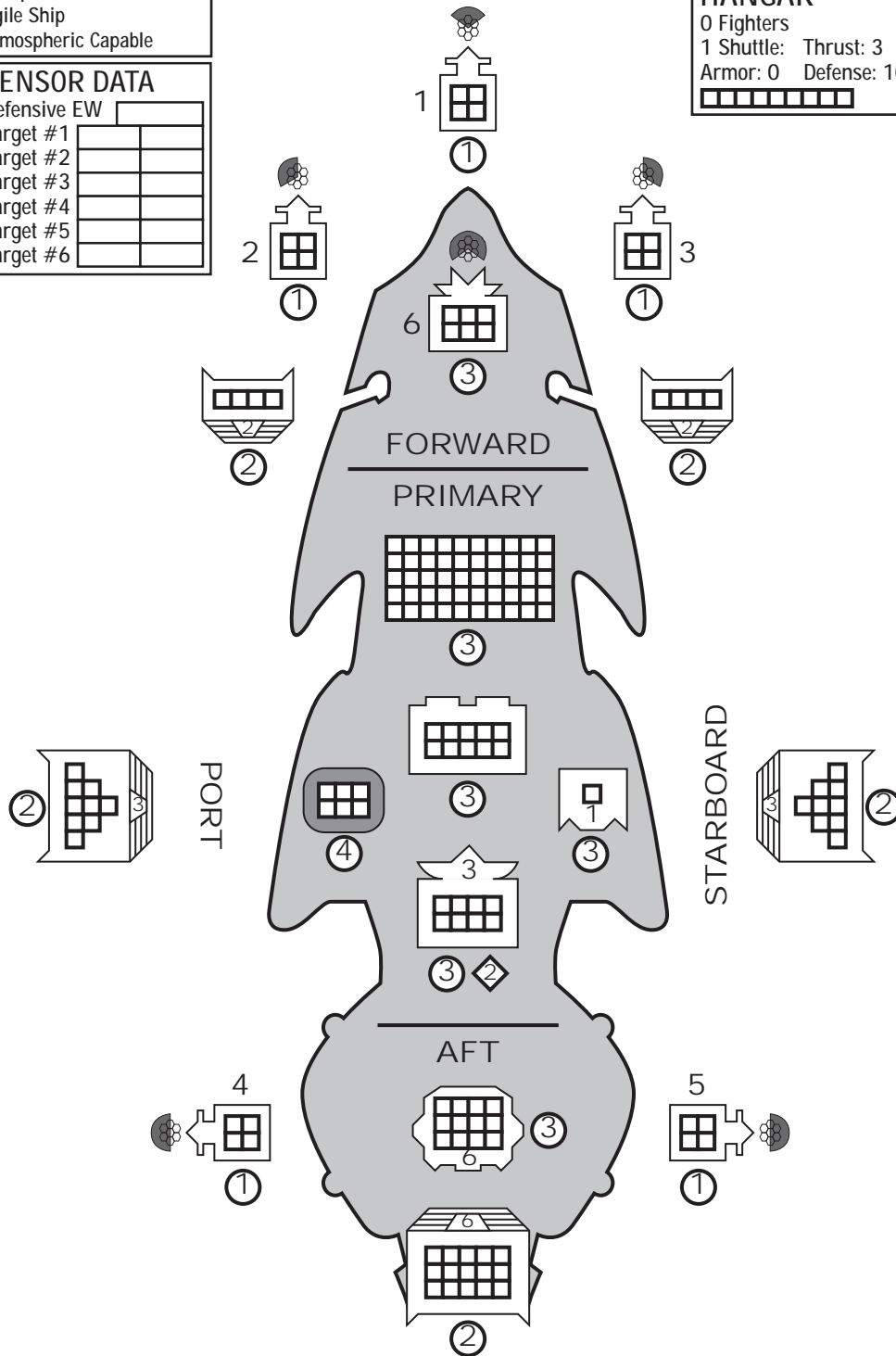
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

## HANGAR

0 Fighters

1 Shuttle: Thrust: 3

Armor: 0 Defense: 10/10



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Light Laser
- Repeater Gun