

Vinzin Halictide Attack Boats(4)

SPECS

Class: Lt Combat Vsl
In Svc: Varies
Point Value: Varies
Ramming Factor: 40
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 10
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

Matter Cannon

Class: Matter
Modes: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Light Plasma Cannon

Class: Plasma
Modes: Standard
Dmg: 2d10+2 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Twin Array

Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

HIT LOCATIONS

1-10: Structure
11-12: Forward Weapon (#1)
13-15: Twin Array/LPlasma
16-17: Drive
18-19: Reactor
20: Control

SPECIAL NOTES

Agile Ship
Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

MATTER VARIANT

Available: 2200

Cost: 180

PLASMA VARIANT

Available: 2199

Cost: 175

ICON RECOGNITION

Control

Drive

Reactor

Matter Cannon

Lt Plasma Cannon

Twin Array

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6