



Version 1: 2E/S6

Name: _____ Counter: _____



Gaim Kruppas Gunship

SPECS

Class: Hvy Combat Vsl
In Service: 2250
Point Value: 500
Ramming Factor: 160
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Def: 14
Stb/Port Defense: 14
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +6

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

WEAPON DATA

Packet Torpedo

Class: Ballistic
Mode: Standard
Damage: 2d10+10
Range Penalty: -1 per 2 hexes after range 10
Fire Control: +3/+3/-6
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

FORWARD HITS

1-4: Retro Thrust
5-9: Packet Torp
10-11: Twin Array
12-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-8: Twin Array
9-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
9-10: Port/Stb Thrust
11-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

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

PORT

STARBOARD

FORWARD

PRIMARY

AFT

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Twin Array
- Packet Torpedo
- Bulkhead