

Belt Alliance Light Gunboats (4)

SPECS

Class: Lt Combat Vsl
In Service: 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 Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 11
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

HIT LOCATION

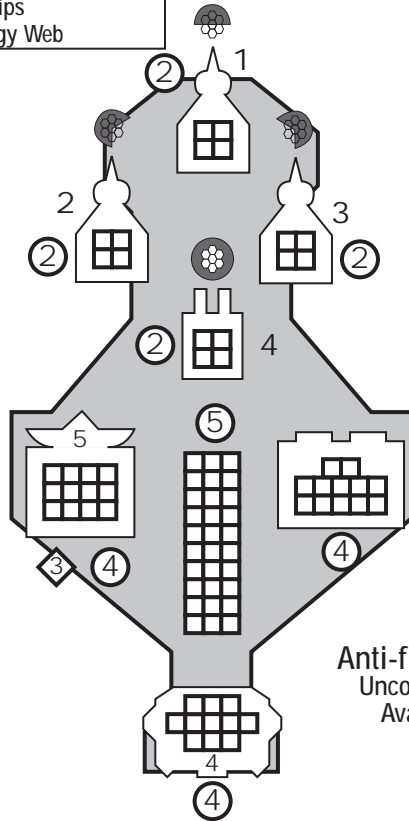
1-11: Structure
12-15: SPB/Light Pulse
16-17: Interceptor
18: Drive
19: Reactor
20: Control

SPECIAL NOTES

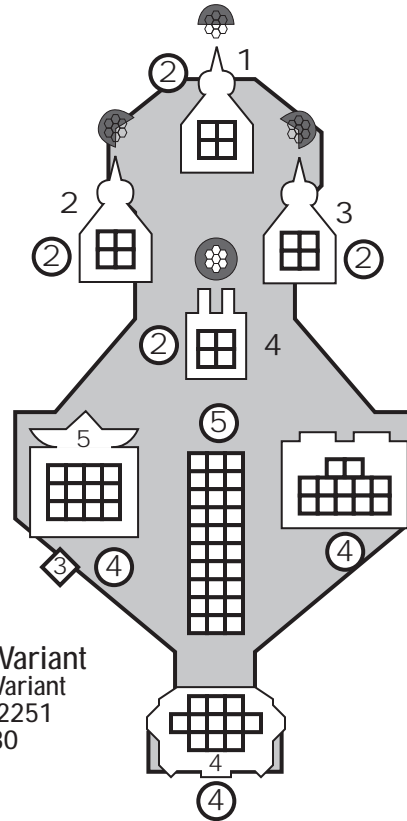
Agile Ships
No Energy Web

SENSOR DATA

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



Anti-fighter Variant
Uncommon Variant
Available: 2251
Cost: 180



WEAPON DATA

Light Pulse Cannon

Class: Particle
Mode: Pulse
Damage: 8 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

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

Interceptor Mk-I

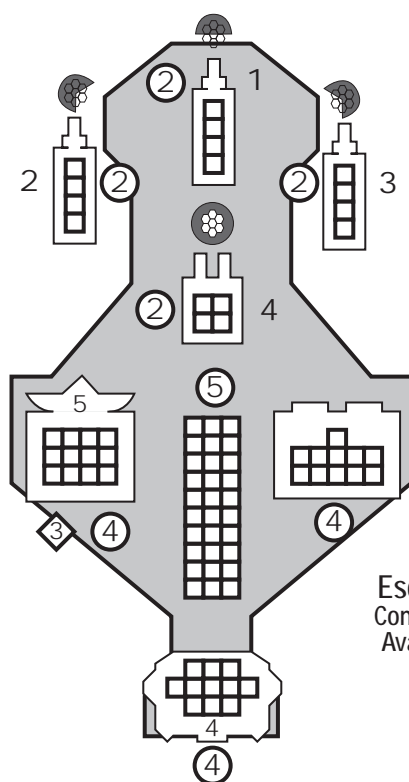
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: -/-/+6
Range Penalty: -2 per hex

SENSOR DATA

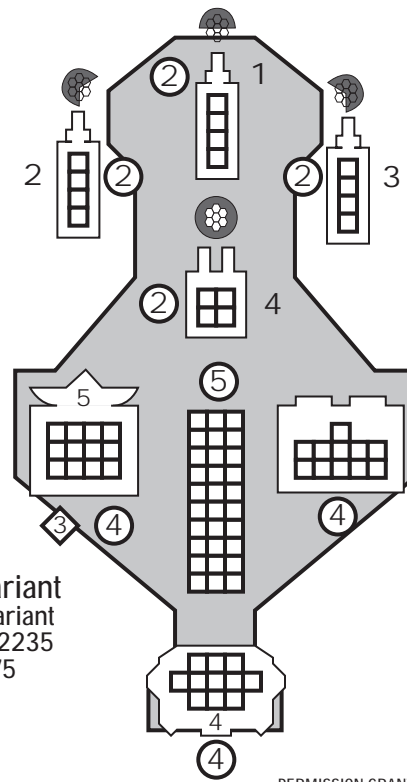
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

SENSOR DATA

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



Escort Variant
Common Variant
Available: 2235
Cost: 175



SENSOR DATA

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

ICON RECOGNITION

- Control
- Drive
- Reactor
- Std Particle Beam
- Lt Pulse Cannon
- Interceptor