

Deneth Liberator Gunboats (4)

SPECS

Class: Lt Combat Vsl
 In Service: varies
 Point Value: varies
 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

Medium Pulse Cannon

Class: Particle
 Mode: Pulse
 Damage: 10 1d5 Times
 Maximum Pulses: 6
 Grouping Range: +1 per 4
 Range Penalty: -1 per hex
 Fire Control: +4/+3/+1
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns

Particle Cannon

Class: Particle
 Modes: Raking
 Damage: 2d10+15
 Range Penalty: -1 per 2 hexes
 Fire Control: +5/+4/+2
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns

Med. Plasma Cannon

Class: Plasma
 Modes: Standard
 Dmg: 3d10+4 (-1 per 2 hexes)
 Range Penalty: -1 per hex
 Fire Control: +3/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

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

Twin Array

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

HIT LOCATION

1-11: Structure
 12-13: Weapon 1
 14-16: Weapon 2/3
 17-18: Drive
 19: Reactor
 20: Control

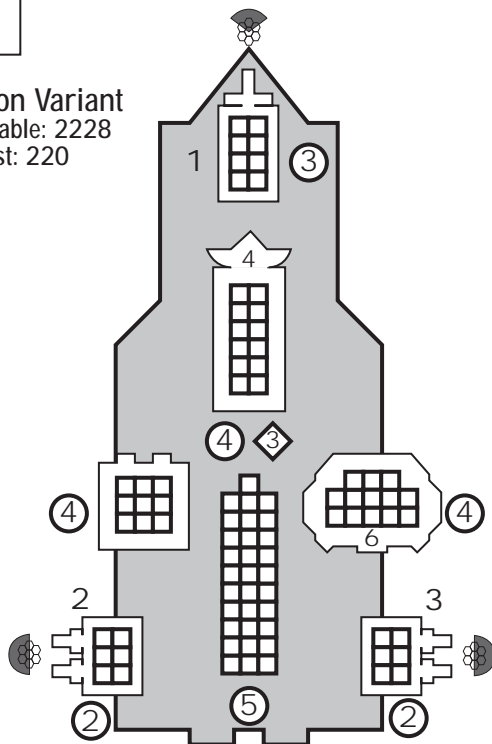
SPECIAL NOTES

Agile Ship

Cannon Variant

Available: 2228

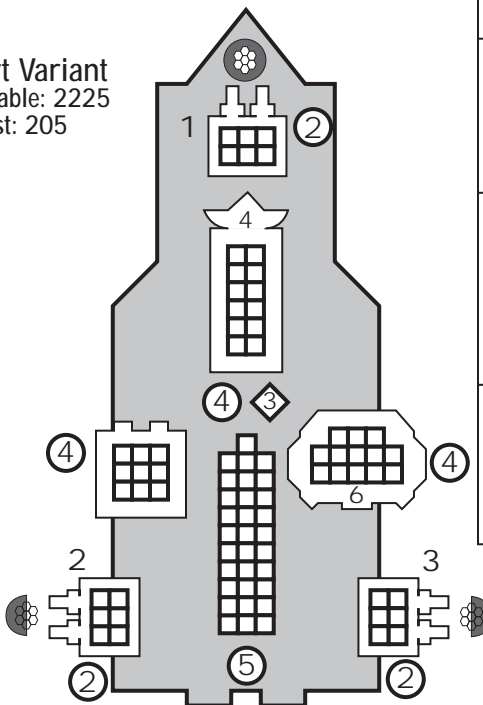
Cost: 220



Escort Variant

Available: 2225

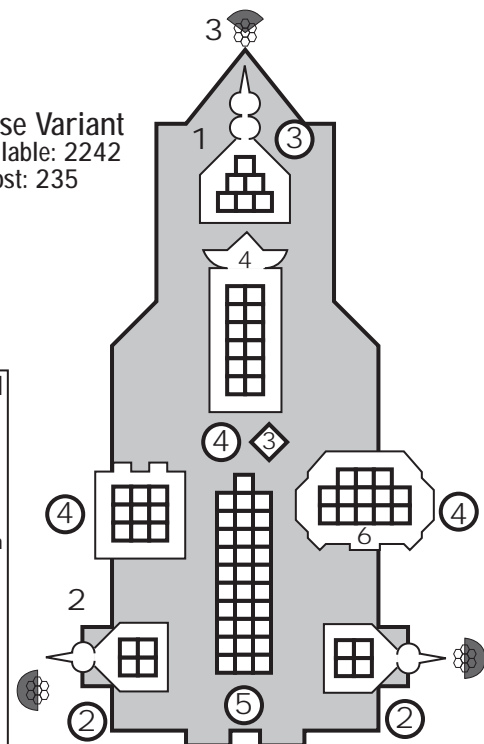
Cost: 205



Pulse Variant

Available: 2242

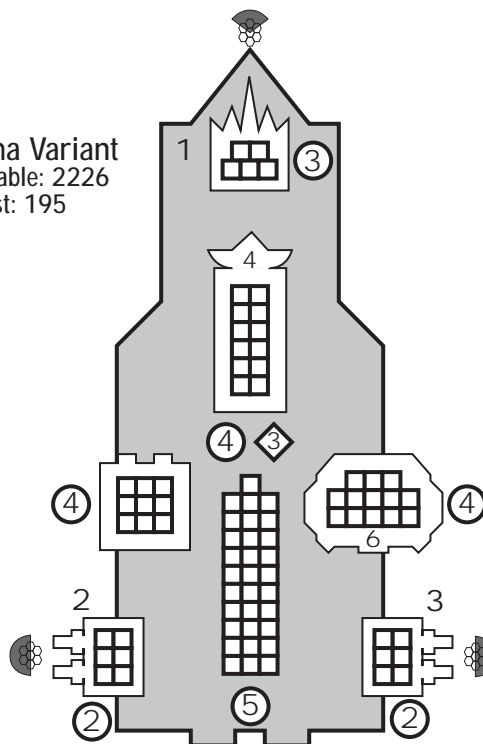
Cost: 235



Plasma Variant

Available: 2226

Cost: 195



ICON RECOGNITION

- Control
- Drive
- Reactor
- Md. Plasma Cannon
- Particle Cannon
- Med Pulse Cannon
- Light Pulse Cannon
- Twin Array