

Gaim Rafa Gunboats (4)

SPECS

Class: Lt Combat Vsl
In Service: 2250/52
Point Value: 225 each
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

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

Scattergun

Class: Particle
Modes: Standard
Damage: 2d6+1
Range Penalty: -2 per hex
Fire Control: +0/+2/+5
Intercept Rating: -2
Rate of Fire: 1d6 per turn

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

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

HIT LOCATION

1-11: Structure
12-13: PT/MPC/SG
14-16: Std Particle Beam
17-18: Drive
19: Reactor
20: Control

SPECIAL NOTES

Agile Ship

SENSOR DATA

Defensive EW

Target #1

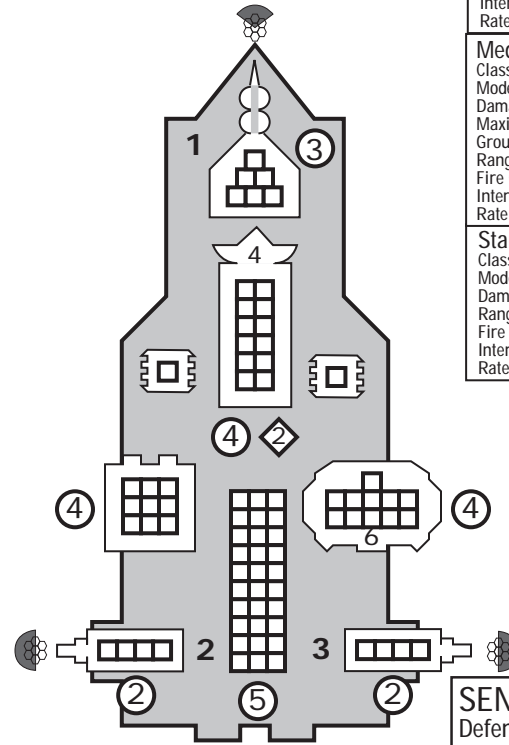
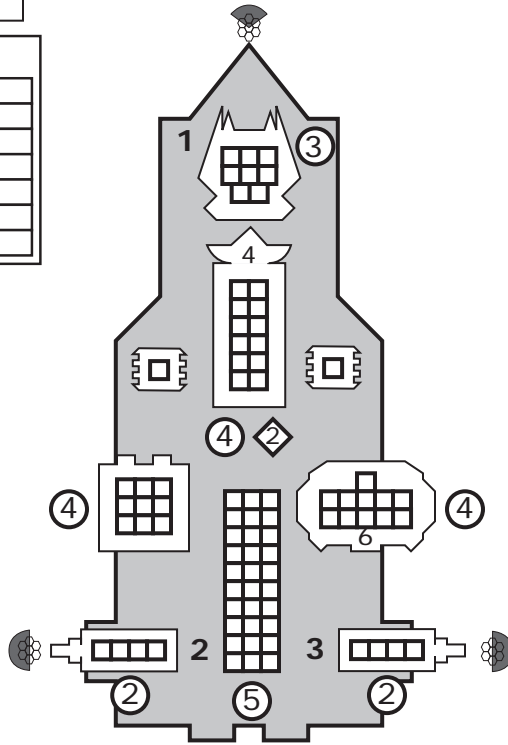
Target #2

Target #3

Target #4

Target #5

Target #6



SENSOR DATA

Defensive EW

Target #1

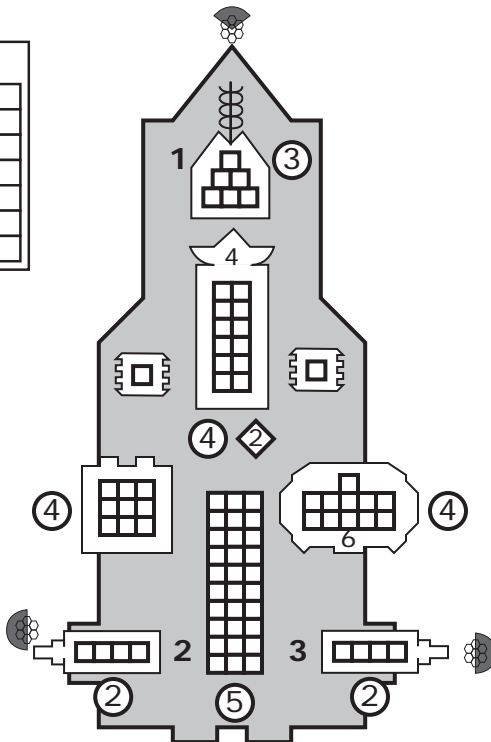
Target #2

Target #3

Target #4

Target #5

Target #6



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

ICON RECOGNITION

- Control
- Drive
- Reactor
- Pulse Cannon
- Packet Torpedo
- Scattergun
- Std Particle Beam
- Bulkhead