

# SE Arav-Class Gunships (4)

## SPECS

Class: Lt Combat Vsl  
 In Service: ???  
 Point Value:  
 Ramming Factor: 20  
 Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 9  
 Stb/Port Defense: 11  
 Engine Efficiency: 3/1  
 Extra Power: +0  
 Initiative Bonus: +14

## WEAPON DATA

**Heavy Autocannon**  
 Class: Projectile  
 Modes: Raking (6)  
 Damage: 3d6+12  
 Range Penalty: -2 per 3 hexes  
 Fire Control: +2/-1/-4  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

## Gatling Cannon

Class: Projectile  
 Modes: Raking (2)  
 Damage: 2d3+2  
 Range Penalty: -3 per hex  
 Fire Control: +4/+4/+4  
 Intercept Rating: -2  
 (vs Ballistic only)  
 Rate of Fire: 1 per turn

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

Version 1.0: 2E/Fate

## HIT LOCATIONS

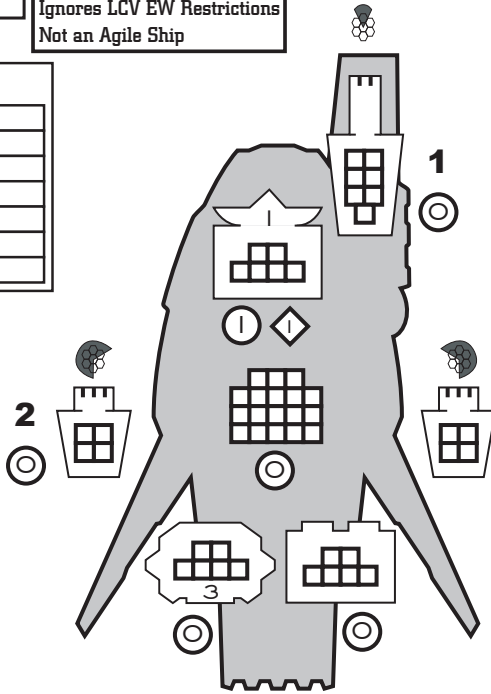
- 1-9: Structure
- 10-13: Heavy Autocannon
- 14-15: Gatling Cannon
- 16-17: Drive
- 18-19: Reactor
- 20: Control

## SPECIAL NOTES

- Fission Reactor
- Antiquated Sensors
- Ammo Storage Level 1
- Ignores LCV EW Restrictions
- Not an Agile Ship

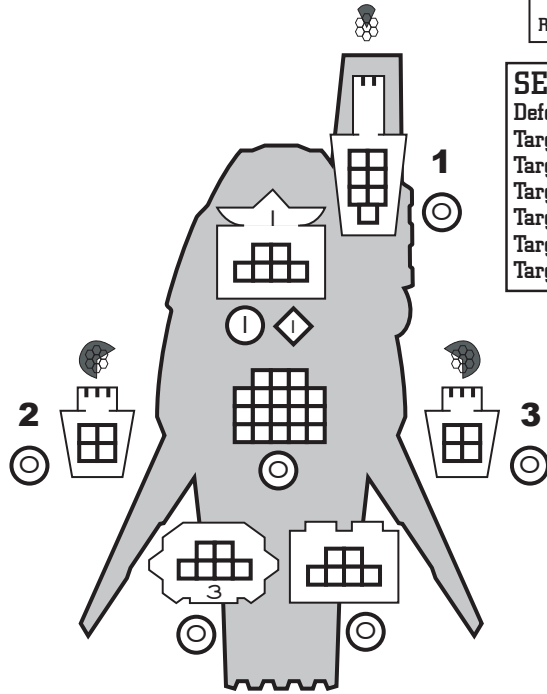
## SENSOR DATA

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



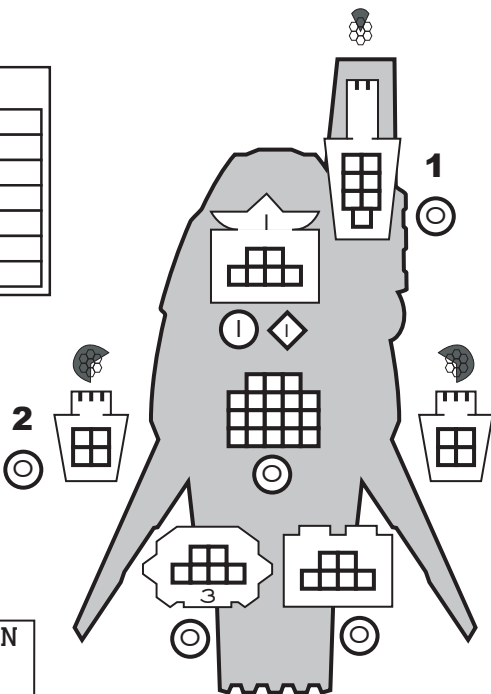
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Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
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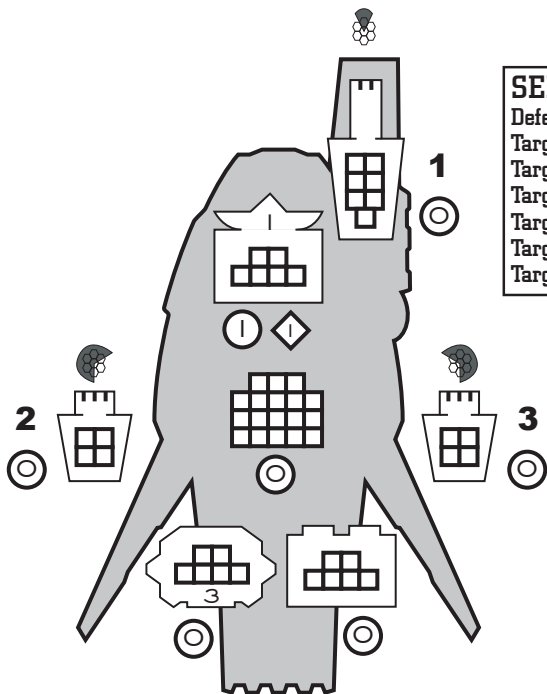
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Defensive EW	
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## ICON RECOGNITION

- Control
- Drive
- Reactor
- Heavy Autocannon
- Gatling Cannon