Horell Gunships



SPECS

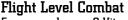
Class: Heavy Fighters In Service: 1515 Point Value: 24 each Ramming Factor: 18 Jinking Limit: 6 Lvls

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 9 Stb/Port Defense: 8 Free Thrust: 6 Offensive Bonus: +3 Initiative Bonus: +16 Ultralight Repeater Number of Guns: 2 (Linked) Class: Projectile Modes: Standard Plodes: Standard
Damage: 1d3+2
Range Penalty: -2 per hex
Intercept Rating: -1
Rate of Fire: 1 per turn



5 or more above = 0 Hit3-4 above = 1/6 Hit

1-2 above = 1/3 Hit

0-2 below = 1/2 Hit

3-4 below = 2/3 Hit

5-6 below = 5/6 Hit

30mm Cannon

Number of Guns: 1 (Turret) Class: Projectile Modes: Standard Damage: 1d3
Range Penalty: -2 per hex
Intercept Rating: -1
Rate of Fire: 1 per turn

SPECIAL NOTES

+2 to Dropout Roll







