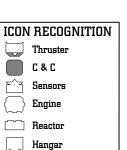
Name: Counter: Free Vathian Republic 2ND EDITION **SPECS WEAPON DATA** MANEUVERING COMBAT STATS Class: Capital Ship Turn Cost: 3/2 Speed Fwd/Aft Defense: 14 **Gatling Cannon** Class: Projectile
Modes: Raking (2)
Damage: 1d3+3
Range Penalty: -3 per hex
Fire Control: +2/+2/+3
Letterest Pating: 2 In Service: ? Turn Delay: 4/3 Speed Stb/Port Defense: 16 Point Value: 295 Accel/Decel Cost: 4 Thrust Engine Efficiency: 5/1 Extra Power: +0 Ramming Factor: 200 Pivot Cost: 3+3 Thrust Jump Delay: N/A Initiative Bonus: +0 Roll Cost: 3+3 Thrust Intercept Rating: -2 (vs Ballistic only) Speed 10 11 75 Rate of Fire: 2 per turn Turn Cost 10 75 15 17 18 Turn Delay **SPECIAL NOTES** Flechette Cannon Version 2024/3: Fate Class: Projectile Modes: Standard HANGAR Ammo Storage Level 2 Damage: 1d3+1 Range Penalty: -3 per hex Fire Control: +0/+0/+4 Intercept Rating: -3 Antiquated Sensors 18 Fighters **Fission Reactor** 2 Shuttles: Thrust: 3 Restricted Deployment (10%) Armor: 1 Defense: 12/14 (vs Ballistic only) Rate of Fire: 2 per turn Special: May intercept for **SENSOR DATA** friendly vessels (see Sentinel Defensive EW PDS rules) **FORE HANGAR** 12 Fighters O Shuttles 2 6 **FORWARD PRIMARY** STARBOARD 3 3



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FORWARD HITS

9-18: Port/Stbd Stru 19-20: PRIMARY Hit

PRIMARY HITS

Sensors

Engine

Hangar Reactor C & C

8-9:

SIDE HITS

AFT HITS

8-18:

1-9:

11-12

13-14: 15-17: 18-19: 20:

Retro Thrust

10-18: Forward Structure 19-20: PRIMARY Hit

Forward Hangar

Flechette Cannon

Port/Stbd Thrust

Main Thrust 8-18: Aft Structure 19-20: PRIMARY Hit

Gatling Cannon Port/Stbd Structure

Primary Structure Flechette Cannon

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

