

FVR Gaheris Gunship

SPECS		MANEUVERING							COMBAT STATS				
Class: Capital Ship		Turn Cost: 3/2 Speed							Fwd/Aft Defense: 14				
In Service: ?		Turn Delay: 3/2 Speed							Stb/Port Defense: 16				
Point Value: 195		Accel/Decel Cost: 4 Thrust							Engine Efficiency: 6/1				
Ramming Factor: 160		Pivot Cost: 4+4 Thrust							Extra Power: +0				
Jump Delay: N/A		Roll Cost: 2+2 Thrust							Initiative Bonus: +0				
Speed	1	2	3	4	5	6	7	8	9	10	11	12	
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18	
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18	

Version 2024/2: Fate

HANGAR

0 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 12/14

[illegible]

WEAPON DATA

Mega Bolt Cannon

Class: Projectile
Modes: Standard
Damage: 16
Range Penalty: -1 per 5 hexes
Fire Control: +2/-2/--
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Rotary Cannon

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

Gatling Cannon

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

SIDE HITS

1-3: Retro Thrust
4-6: Port/Stbd Thrust
7-10: Mega Bolt Cannon
11-18: Port/Stbd Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Engine
9-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-11:	Primary Structure
12-14:	Rotary Cannon
15-16:	Sensors
17:	Hangar
18-19:	Reactor
20:	C & C

Special: Mega Bolt Cannon#1
is only destroyed when both
Side structure blocks are
destroyed. Can be hit from
either side.

SPECIAL NOTES

Ammo Storage Level 2
Antiquated Sensors
Fission Reactor
Special Hull Arrangement
(No Forward Hits)
Special Availability: 2 Exist

SENSOR DATA

Defensive EW

Target #1

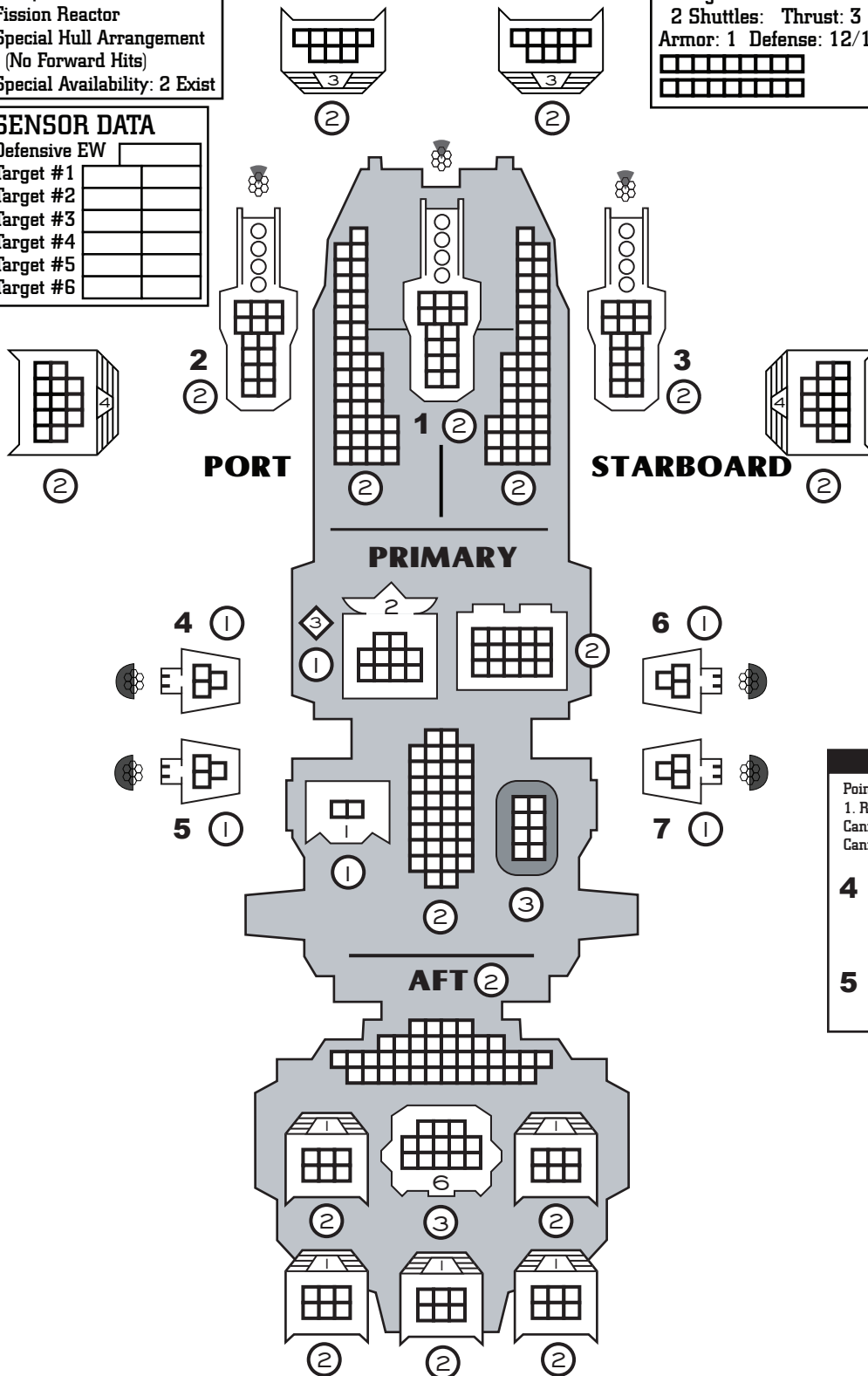
Target #2

Target #3

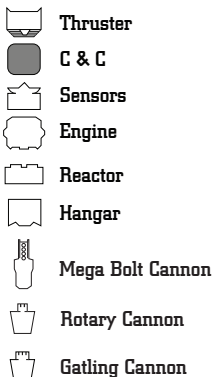
Target #4

Target #5

Target #6



ICON RECOGNITION

**XXXX Refit**

Point Value: ???

1. Replace all Rotary Cannons with Gatling Cannons.

