



# Invid Sea Devil Gunships [4]

## SPECS

Class: Lt Combat Vsl  
 In Service: Unknown  
 Point Value: 225 each  
 Ramming Factor: 35  
 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: 12  
 Stb/Port Defense: 13  
 Engine Efficiency: 2/1  
 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

**Mossil 918 Battery**  
 Class: Particle  
 Mode: Standard  
 Damage: 2d10+4  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+2/-1  
 Intercept Rating: -1  
 Rate of Fire: 1 per turn

## Light Laser Cannon

Class: Laser  
 Modes: Raking  
 Damage: 2d10+7  
 Range Penalty: -1 per hex  
 Fire Control: +2/+1/-2  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

## HIT LOCATIONS

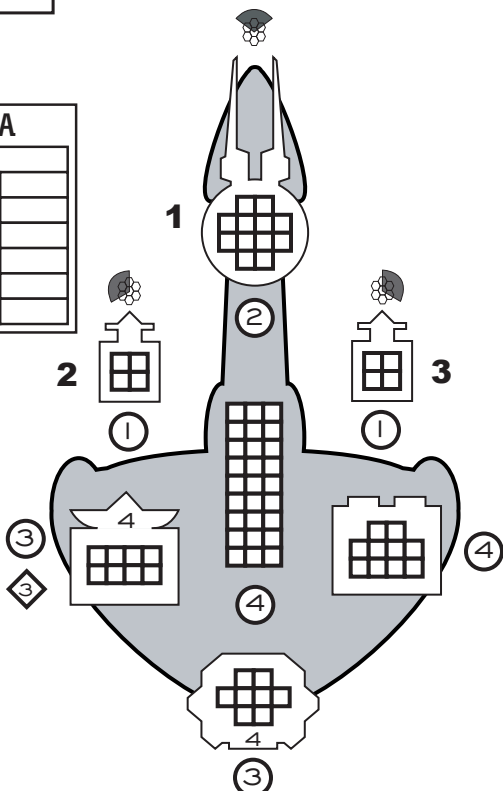
- 1-8: Structure
- 9-13: Mossil 918 Battery
- 14-15: Light Laser Cannon
- 16-17: Drive
- 18-19: Reactor
- 20: Control

## SPECIAL NOTES

- Agile Ships
- Atmospheric Capable
- Requires 3 Hangar Boxes

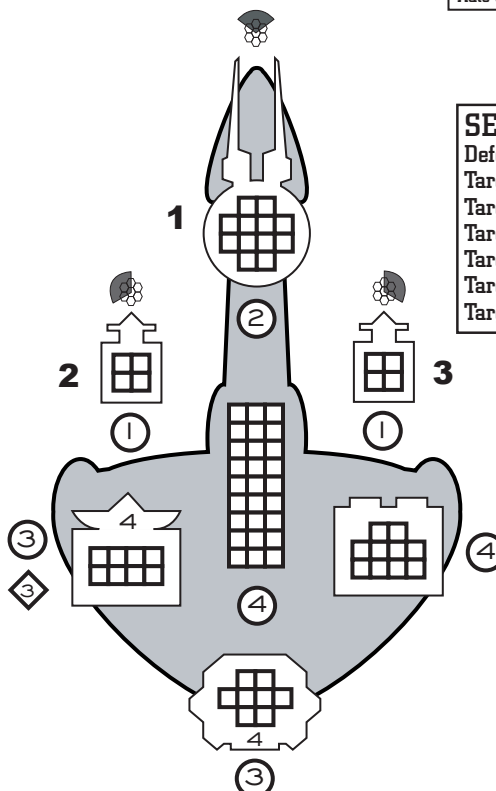
## SENSOR DATA

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



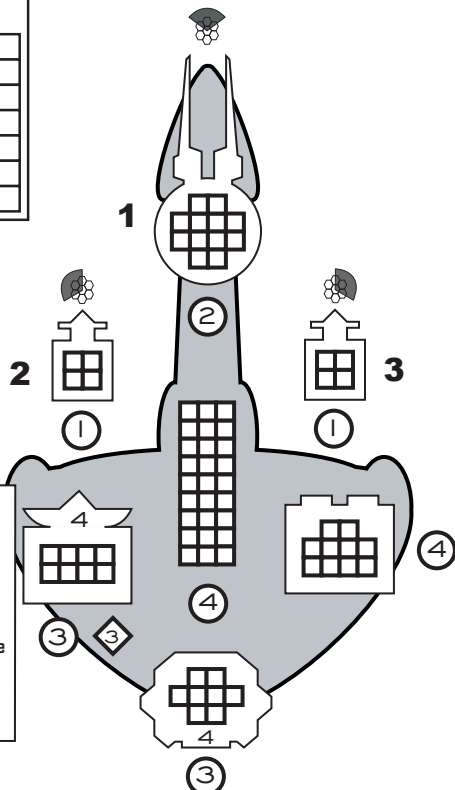
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Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



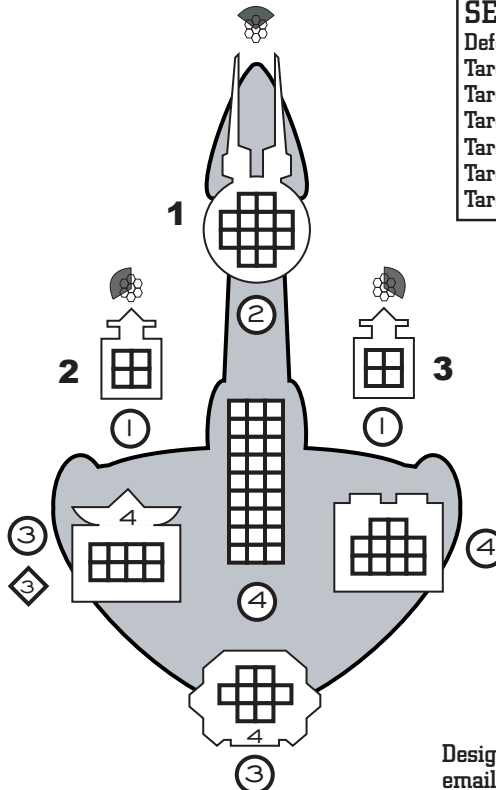
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Target #1	
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Defensive EW	
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## ICON RECOGNITION

- Control
- Drive
- Reactor
- Mossil 918 Particle Cannon Battery
- Light Laser