



Zentraedi Qulrella Szur Gunships (4)



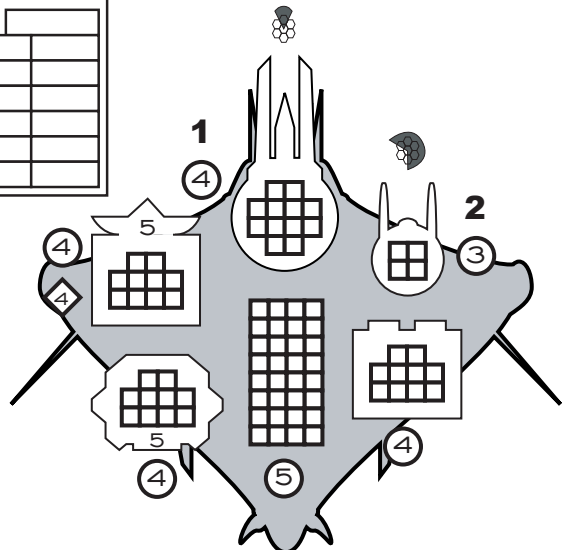
SPECS	MANEUVERING	COMBAT STATS
Class: Lt Combat Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 12
In Service: 1945	Turn Delay: 1/4 Speed	Stb/Port Defense: 13
Point Value: 250 each	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 2/1
Ramming Factor: 40	Pivot Cost: 1 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1 Thrust	Initiative Bonus: +15
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	
Deim 722 Cannon	
Class: Particle	
Modes: Raking	
Damage: 5d10+28	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+0	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Makral Martszur-6	
Class: Particle	
Mode: Standard	
Damage: 1d6+4	
Range Penalty: -2 per hex	
Fire Control: n/a	
Intercept Rating: -2	
Rate of Fire: 2 per turn	

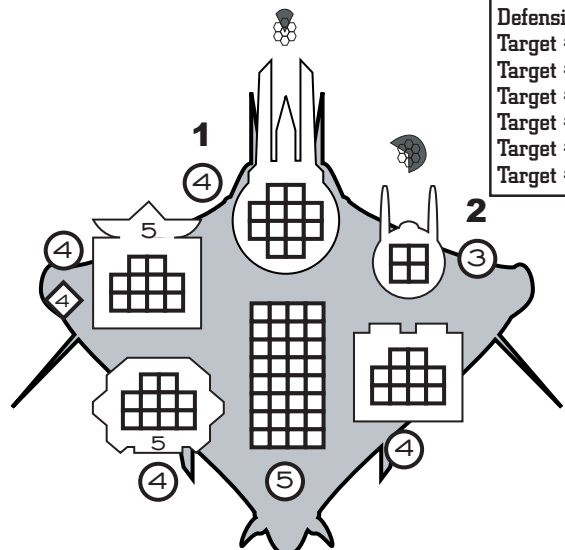
HIT LOCATIONS	
1-8:	Structure
9-12:	Deim 722 Cannon
13-14:	Makral Martszur-6
15-17:	Drive
18-19:	Reactor
20:	Control

SPECIAL NOTES
 Agile Ships
 Atmospheric Capable
 Requires 3 Hangar Boxes

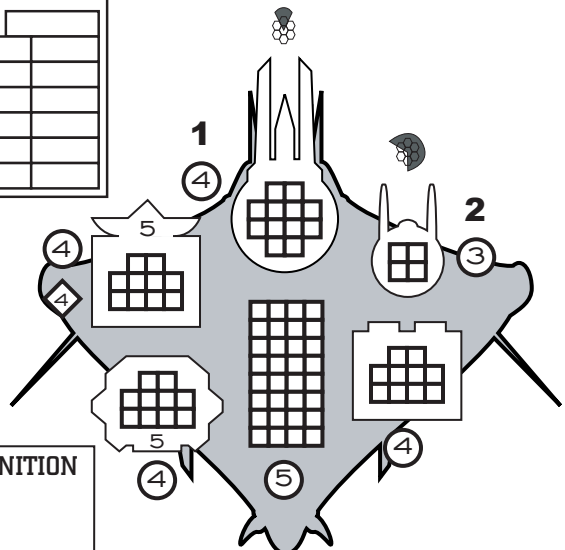
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



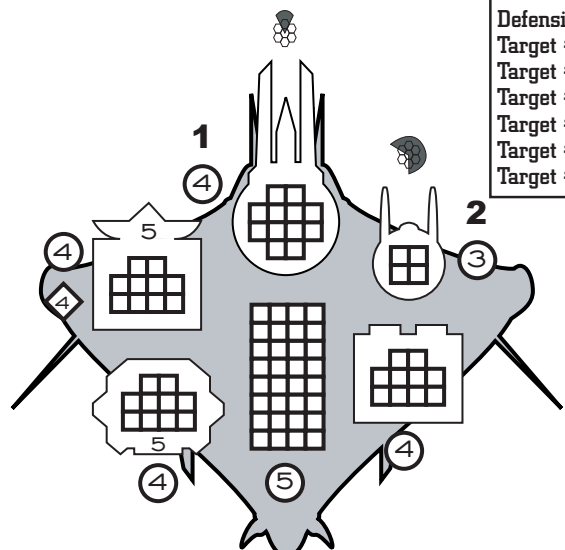
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Defensive EW	
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SENSOR DATA	
Defensive EW	
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SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



ICON RECOGNITION	
	Control
	Drive
	Reactor
	Deim 722 Particle Cannon
	Makral Martszur-6