

EA River Gunboat (4)

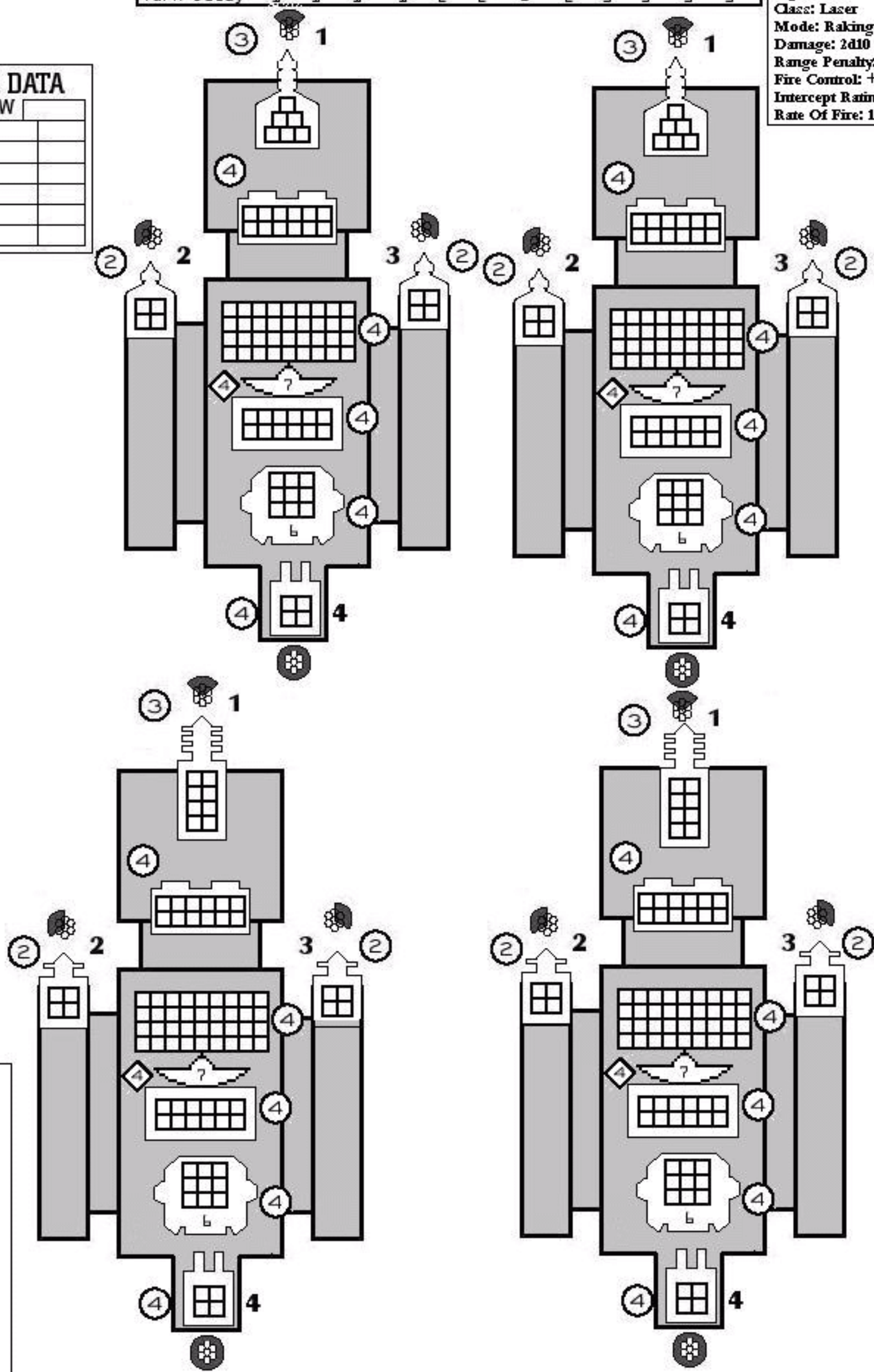
SPECS	MANEUVERING	COMBAT STATS
Class: LCV	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 11 (8)
In Service: 2263	Turn Delay: 1/4 Speed	Stb/Port Defense: 11 (8)
Point Value: 200	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 2/1
Ramming Factor: 50	Pivot Cost: 1 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 1 Thrust	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	
Heavy Laser	6
Class: Laser	
Modes: R,S	
Damage: 4d10 + 20	
Range Penalty: -1 per 3 hexes	
Fire Control: +3/+2/-4	
Intercept Rating: n/a	
Rate Of Fire: 1 per 4 turns	
Light Laser	3
Class: Laser	
Mode: 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
1-9 Structure
10 Interceptor
11-12 Hvy Laser/Pulse
13-15 Lt Laser/Pulse
16-17 Drive
18-19 Reactor
20 Control

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

WEAPON DATA	
Heavy Pulse Canon	3
Class: Particle	
Mode: Pulse	
Damage: 15d5 (4)	
Range Penalty: -1 per 2 hexes	
Fire Control: +4/+3/-1	
Intercept Rating: -1	
Rate Of Fire: 1 per 3 turns	
Light Pulse Canon	2
Class: Particle	
Mode: Pulse	
Damage: 8d5 (4)	
Range Penalty: -2 per hex	
Fire Control: +3/+3/+4	
Intercept Rating: -2	
Rate Of Fire: 1 per turn	
Interceptor Mk. 1	1
Class: Particle	
Mode: Standard	
Damage: 1d10 + 5	
Range Penalty: -2 per hex	
Fire Control: --/--/+6	
Intercept Rating: -3	
Rate Of Fire: 1 per turn	



Icon Recognition	
	Hvy Pulse
	Lt Laser
	Lt Pulse
	Hvy Laser
	Interceptor
	Drive
	Control
	Reactor