



Version 1: 2E/BABCOM-CST

Name: _____ Counter: _____



S2258-A 'Horseshoe' Fast Attack Boats (4)

SPECS

Class: Lt Combat Vsl
In Service: unknown
Point Value: 300
Ramming Factor: 30
Jump Delay: 16 Turns

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 2 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 7
Stb/Port Defense: 8
Engine Efficiency: 1/1
Power Shortage: -2
Initiative Bonus: +14

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

WEAPON DATA

Antiproton Bolter

Class: Antimatter
Mode: Standard
Damage: 1X+10
Maximum X: 12
Range Penalty: Special
Range 0-3: No penalty
Range 4-6: -1 per hex
Range 7+: -2 per hex
Fire Control: +3/+3/+4
Intercept Rating: -1
Rate of Fire: 1 per turn

Antiproton Mine

Class: Proximity (Antimatter)
Mode: Standard
Damage: 1X+10
Maximum X: 12
Range Penalty: None
Maximum Range: 2 hexes
Fire Control: n/a
Intercept Rating: n/a
Rate of Fire: 1 per turn

HIT LOCATIONS

1-10: Structure
11-12: Antimatter Bolter
13-14: Antimatter Mine
15-17: Drive
18-19: Reactor
20: Control

SPECIAL NOTES

Atmospheric Capable
Limited Information
Warfare Abilities (*see rules*)
Limited Stealth Abilities
(*targeted as fighter*)

SENSOR DATA

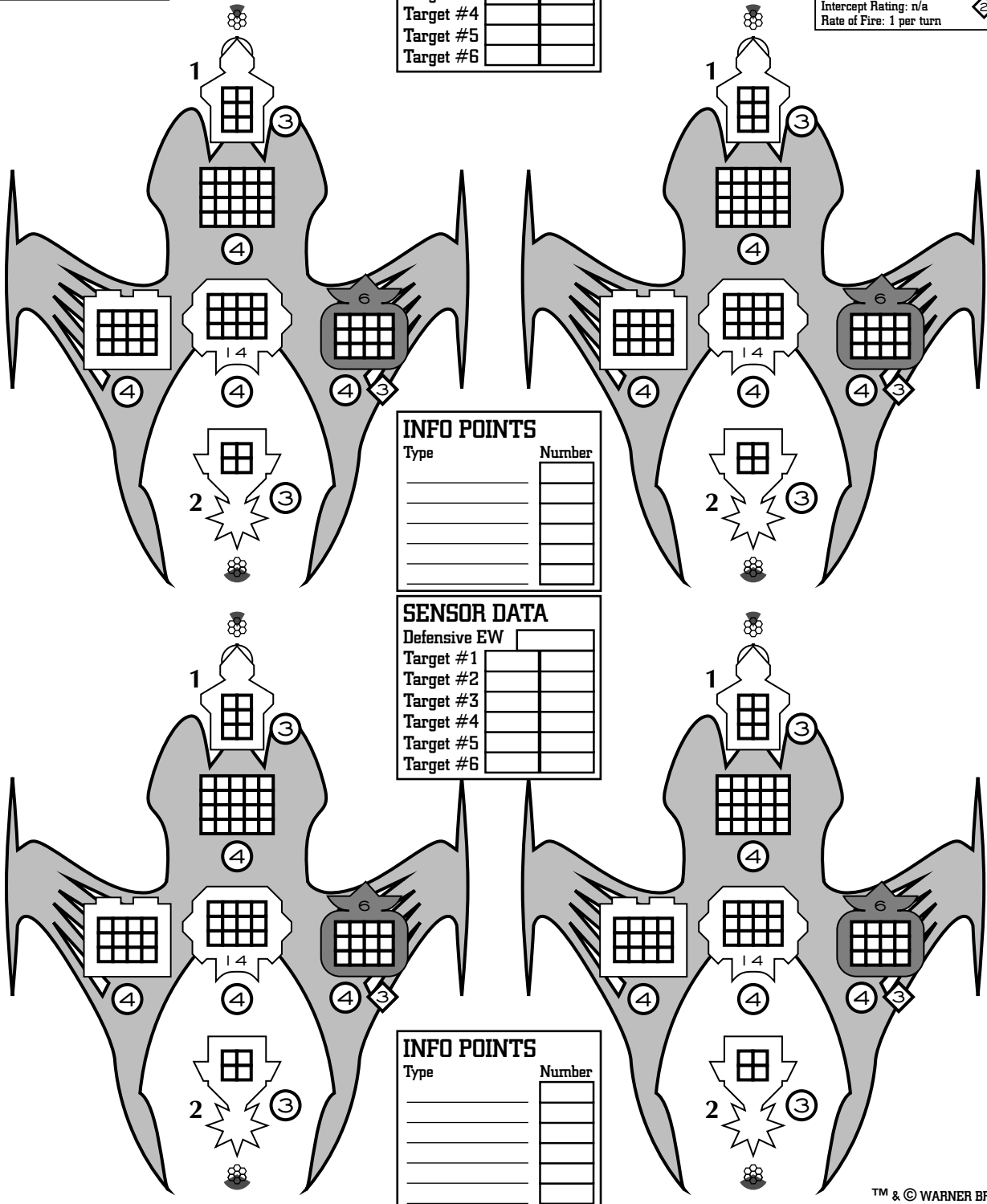
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

INFO POINTS

Type	Number

SENSOR DATA

Defensive EW	
Target #1	
Target #2	
Target #3	
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SENSOR DATA

Defensive EW	
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Defensive EW	
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Target #6	

ICON RECOGNITION

- Control
- Drive
- Reactor
- Hanger
- Antiproton Bolter
- Antiproton Mine