



Nyglum Voclamu Gunship

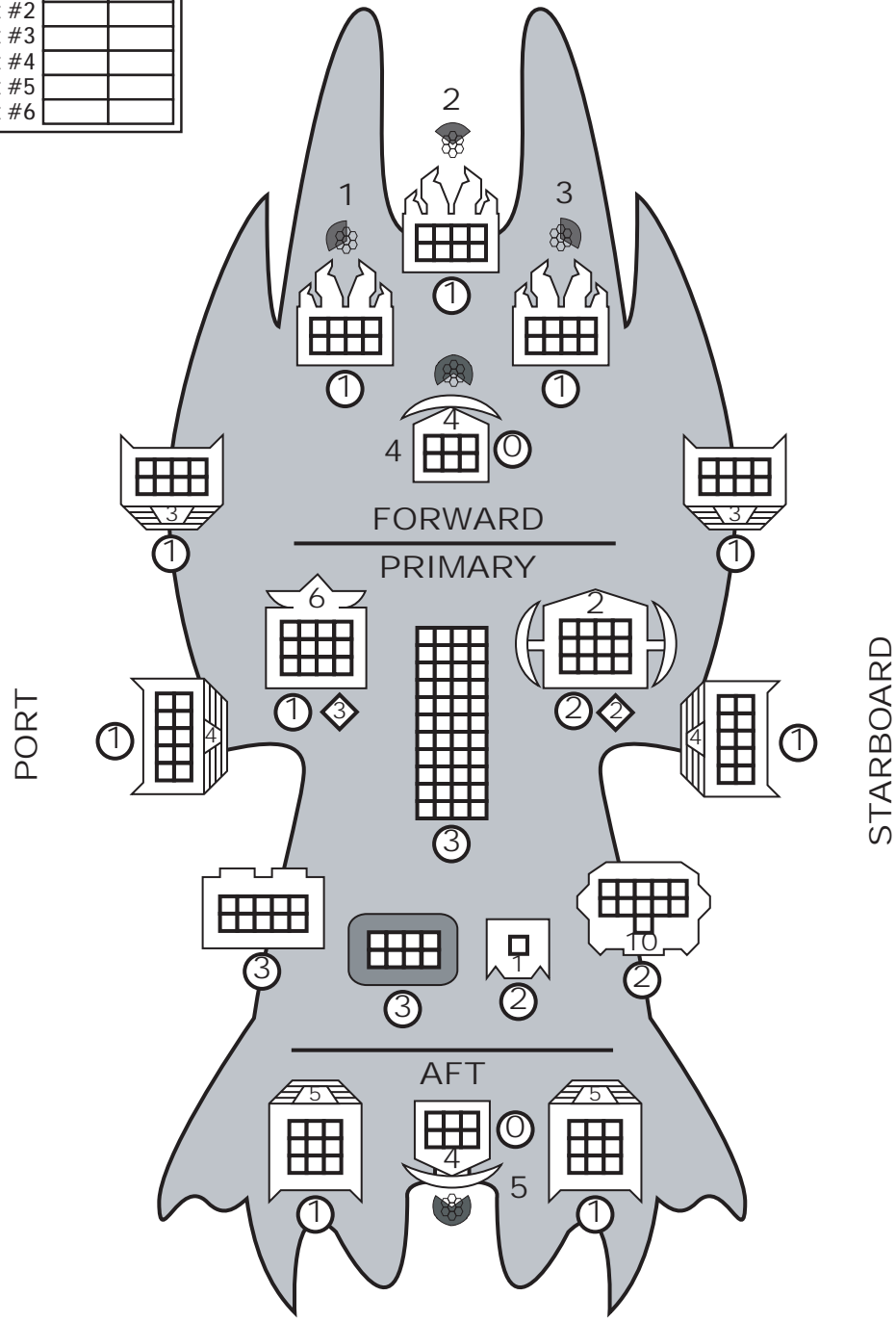
SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship In Service: 2070 Point Value: 330 Ramming Factor: 50 Jump Delay: N/A	Turn Cost: 1/3 Speed Turn Delay: 1/3 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2 Thrust Roll Cost: 1 Thrust	Fwd/Aft Defense: 14 (10) Stb/Port Defense: 11 (7) Engine Efficiency: 3/1 Extra Power: +0 Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 2 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA
Heavy Burst Launcher Class: Electromagnetic Modes: Pulse Damage: 1d10+2 1d3 times Max Pulses: 6 Pulse Grouping: +1 per 5 Range Penalty: -1 per hex after range 15 Fire Control: +3/+2/-- Intercept Rating: -2 Rate of Fire: 1 per turn Special: +5 to critical rolls.
Proto-EM Shield Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active.

FORWARD HITS
1-4: Retro Thrust 5-6: Proto-EM Shield 7-9: Hvy Burst Launcher 10-16: Structure 17-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust 7-8: Proto-EM Shield 9-16: Structure 17-20: PRIMARY Hit
PRIMARY HITS
1-8: Port/Stb Thrust 9-10: Shield Generator 11-13: Sensors 14: Hangar 15-17: Engine 18-19: Reactor 20: C&C

SPECIAL NOTES	
Agile Ship Atmospheric Capable	
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR
0 Fighters
1 Shuttle: Thrust: 7
Armor: 0 Defense: 6/9
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ICON RECOGNITION
Thruster
C & C
Sensors
Engine
Reactor
Hangar
Shield Generator
Proto-EM Shield
Lightning Rod
Burst Launcher