

# Techno Union Hardcell Gunship



SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 11
In Service: -22 ANH	Turn Delay: 2/3 Speed	Stb/Port Defense: 14
Point Value: 320	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 50	Pivot Cost: 3+3 Thrust	Extra Power: +0
Hyperdrive Delay: 5	Roll Cost: 3+3 Thrust	Initiative Bonus: +10
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA	
<b>Twin Turbolaser</b>	
Class: Turbolaser	②
Mode: Standard	
Damage: 2x 1d10+7	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+1/+1	
Interception Rating: -2	
Rate of Fire: 1 per 2 turns	
<b>Dual Laser Turret</b>	④
Class: Pulse Laser	
Mode: Standard	
Damage: 1d10+2	
Range Penalty: -2 per hex	
Fire Control: +1/+2/+3	
Interception Rating: -2	
Rate of Fire: 1 per turn	

FORWARD HITS	
1-5:	Retro Thrust
6-7:	Dual Laser Turret
8-10:	Twin Turbolaser
11:	Hangar
12-17:	Structure
18-20:	PRIMARY Hit

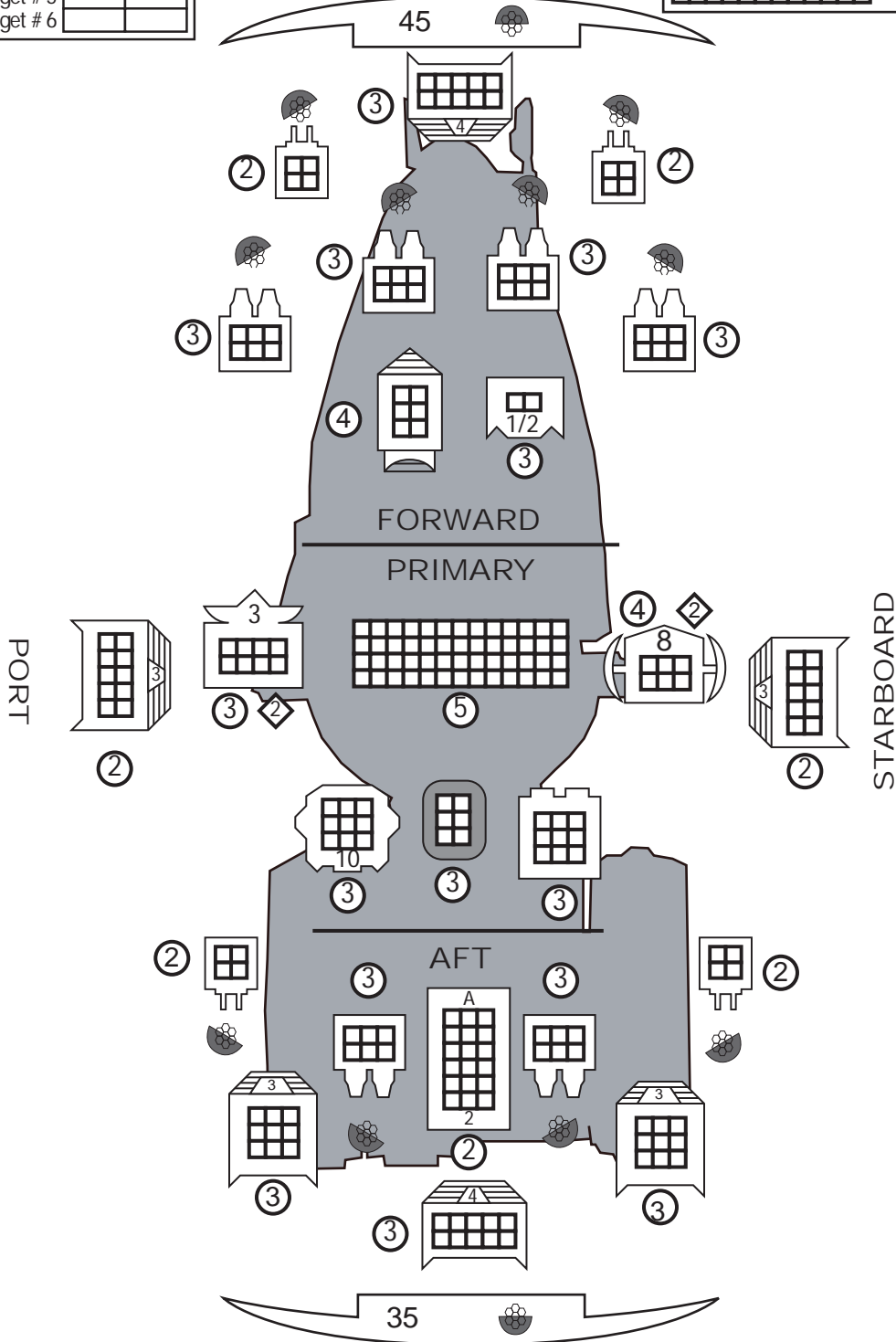
AFT HITS	
1-5:	Main Thrust
6-7:	Dual Laser Turret
8-10:	Twin Turbolaser
11-12:	Cargo A
13-18:	Structure
18-20:	PRIMARY Hit

PRIMARY HITS	
1-7:	Port/Stb Thrust
8-10:	Shield Generator
11-12:	Sensors
13-15:	Engine
16-18:	Reactor
19-20:	C&C

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

HANGAR	
0 Fighters	
2 Cargo Shuttles:	
No Weapon Thrust: 3	
Armor: 0 Defense: 12/12	
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ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Hyperdrive
	Shield Generator
	Cargo
	Twin Turbolaser
	Dual Laser