

Grome Brakar Gunboats (4)

SPECS

Class: Lt. Combat Vsl

In Service: 2256

Point Value: 170 each

Ramming Factor: 30

Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed

Turn Delay: 1/2 Speed

Accel/Decel Cost: 1 Thrust

Pivot Cost: 1 Thrust

Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 11

Sth/Port Defense: 12

Engine Efficiency: 3/1

Extra Power: +0

Initiative Bonus: +14

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

WEAPON DATA

Lt Railgun

Class: Matter

Modes: Standard

Damage: 1d10+5

Range Penalty: -1 per hexes

Fire Control: +2/+2/-3

Intercept Rating: n/a

Rate of Fire: 1 per 2 turns

Flak Cannon

Intercept Rating: -3

Rate of Fire: 1 per turn

Offensive Mode

Class: Matter

Mode: Flash

Damage: 1d10+2

Range Penalty: -2 per hex

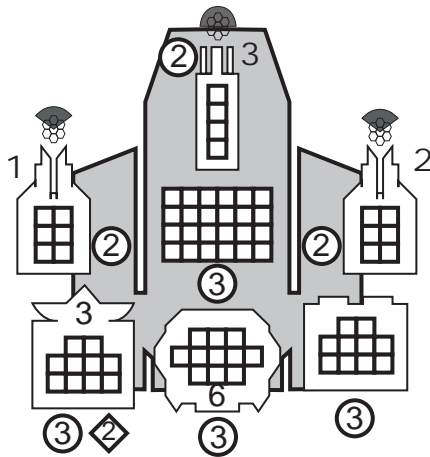
Fire Control: -/-/+4

HIT LOCATIONS

1-9: Structure
 10-11: Flak Cannon
 12-15: Light Railgun
 16-17: Drive
 18-19: Reactor
 20: Control

SPECIAL NOTES

Agile Ship
 Atmosphere Capable
 Antiquated Sensors
 Unreliable Ship:
 Vulnerable to criticals



← GUNBOAT #1

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

GUNBOAT #2 →

SENSOR DATA

Defensive EW

Target #1

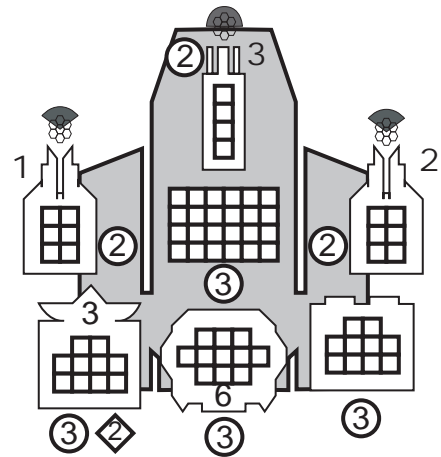
Target #2

Target #3

Target #4

Target #5

Target #6



← GUNBOAT #3

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

GUNBOAT #4 →

SENSOR DATA

Defensive EW

Target #1

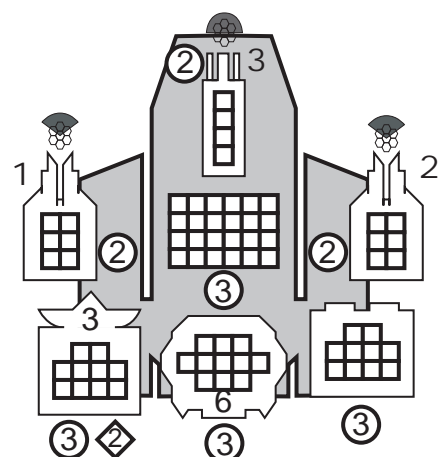
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

Control Reactor Flak Cannon
 Drive Light Railgun