



Version 3: 2E/BABCOM

Name: _____ Counter: _____

IA STARFIRE ENFORCER (Prototype)

SPECS

Class: Medium Ship
In Service: 2260
Point Value: 800
Ramming Factor: 110
Jump Delay: 24 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14 (12)
Stb/Port Defense: 15 (13)
Engine Efficiency: 2/1
Power Shortage: -7
Initiative Bonus: +13

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	1	2	2	2	3	3	3	4	4	4

HANGAR

0 Fighters
4 Shuttles

SENSOR DATA

Defensive EW

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

FORWARD HITS

1-3: Retro Thrust
4: Impr. Neutron Laser
5-6: Molecular Pulsar
7-8: Lt. Molecular Pulsar
9-10: Gravitic Shield
11-12: Fusion Cannon
13-17: Structure
18-20: PRIMARY HIT

AFT HITS

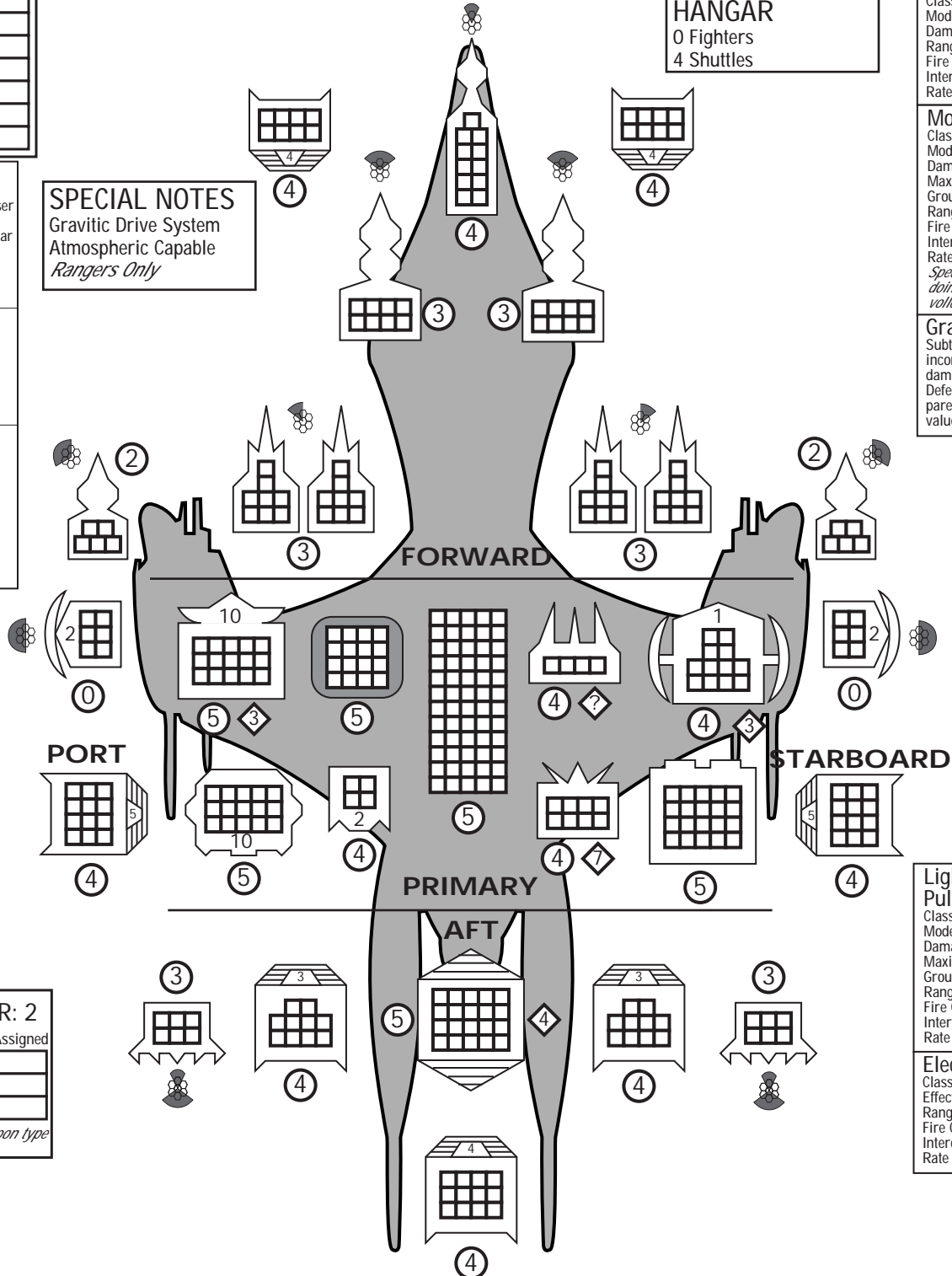
1-5: Main Thrust
6-7: EP Gun
8-9: Jump Drive
10-11: Gravitic Shield
12-17: Structure
18-20: PRIMARY HIT

PRIMARY HITS

1-6: Port/Stb Thrust
7-8: Shield Generator
9-10: Jammer
11-12: Tractor Beam
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Gravitic Drive System
Atmospheric Capable
Rangers Only



WEAPON DATA

Neutron Laser (Impr.)
Class: Laser
Modes: R, P, S(3)
Damage: 4d10+18
Range Penalty: -1 per 4 hexes
Fire Control: +5/+4/+1
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Fusion Cannon

Class: Molecular
Mode: Standard
Damage: 1d10+9
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Molecular Pulsar

Class: Molecular
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 7
Grouping Range: +1 per 3
Range Penalty: -1 per hex
Fire Control: +4/+3/+2
Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Special: Can fire every turn doing 1d3 pulses with no volley count bonus

Gravitic 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.

Light Molecular Pulsar

Class: Molecular
Mode: Pulse
Damage: 8 1d5 Times
Maximum Pulses: 7
Grouping Range: +1 per 3
Range Penalty: -1 per hex
Fire Control: +4/+4/+5
Intercept Rating: -2
Rate of Fire: 1 per turn

Electro-Pulse Gun

Class: Electromagnetic
Effect: Forces dropout
Range Penalty: -3 per hex
Fire Control: -/-/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

ADAPTIVE ARMOR: 2

Weapon Type Available/Assigned

Note: Max 1 point per weapon type