SENSOR DATA

POR

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

FORWARD HITS 1-3: Retro Thrust

19-20: PRIMARY Hit

SIDE HITS

AFT HITS

5-8

19-20:

10-11: 12-18:

1-10: 11-12:

15-16: 17-19:

20:

4-6: Railgun
7-8: Light Railgun
9-11: Quad Defender
12-18: Forward Structure

Port/Stb Thrust

Main Thrust

Light Railgun

Quad Defender Aft Structure

Primary Structure

19-20: PRIMARY Hit

PRIMARY HITS

Sensors Engine

Hangar Reactor

C&C

Railgun Port/Stb Structure PRIMARY Hit

Name: Counter: Version 1: 2E/D0D

Gunship **En'vasy**

SPECS Class: Capital Ship In Service: 1830

Point Value: 550 Ramming Factor: 160 Jump Delay: 32 Turns | Roll Cost: 2+2 Thrust

MANEUVERING Turn Cost: 2/3 Speed Turn Delay: 2/3 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 2+2 Thrust

COMBAT STATS Fwd/Aft Defense: 13 Stb/Port Defense: 14 Engine Efficiency: 5/1

Extra Power: 0 Initiative Bonus: +2



WEAPON DATA

Railgun Class: Matter Modes: Standard

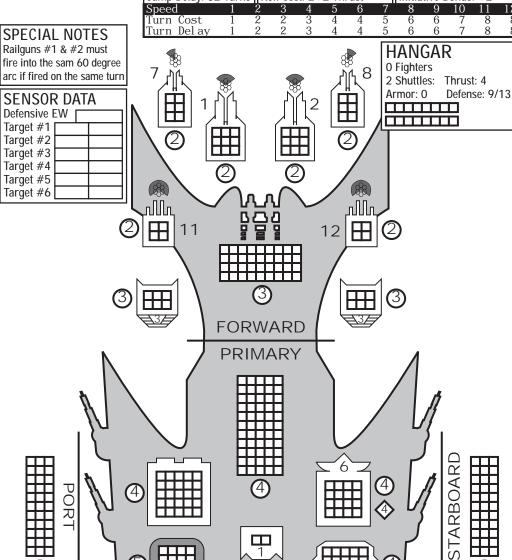
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Light Railgun

Class: Matter Modes: Standard Damage: 1d10+5
Range Penalty: -1 per hex
Fire Control: +0/+2/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

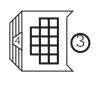
Quad Defender

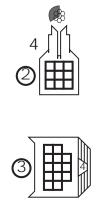
Class: Particle Modes: Standard
Damage: 1d6+1 4 times
Range Penalty: -2 per hex
Fire Control: +3/+3/+4 Intercept Rating: -3
Rate of Fire: 1 per turn













C & C Sensors

Engine



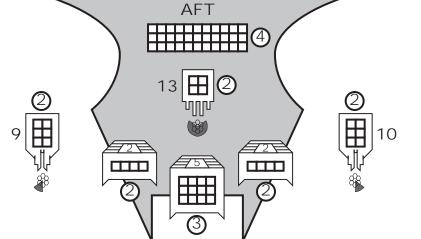
Hangar



Railgun Light Railgun



Quad Defender



4