



# Medushaan Vasta class Torpedo Boat

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 13
In Service: 2229	Turn Delay: 1/3 Speed	Stb/Port Defense: 14
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 40	Pivot Cost: 2 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 2 Thrust	Initiative Bonus: +12
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	

## WEAPON DATA

**Kinetic Torpedo**  
 Class: Ballistic  
 Mode: Standard  
 Damage: 3d10+12  
 Range Penalty: None  
 Max Range: 15 hexes  
 Fire Control: +0/-3/--  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

## Gauss Accelerator

Class: Matter  
 Modes: Standard  
 Damage: 1d10+10  
 Range Penalty: -1 per hex  
 Fire Control: +2/+1/-3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns  
 Special: Can fire in alternate mode.  
 Damage: 5 1d3 times  
 Fire Control: -2/-1/+2  
 Intercept Rating: -2  
 (vs ballistics)  
 Requires one turn to change mode.

## Plasma Bolt Gun

Class: Plasma  
 Modes: Standard  
 Dmg: 1d10+4 (-2 per hex)  
 Range Penalty: -2 per hex  
 Fire Control: +0/+0/+4  
 Intercept Rating: n/a  
 Rate of Fire: 1 per turn

## Twin Ultra-Light Plasma Cannon

Class: Plasma  
 Modes: Standard  
 Dmg: 2d6+4 (-1 per 2 hexes)  
 Range Penalty: -2 per hex  
 Fire Control: +1/+2/+3  
 Intercept Rating: -1  
 Rate of Fire: 2 per turn

## Kinetic Torpedoes

Rack # 1  
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## FORWARD HITS

1-4: Retro Thrust  
 5-6: Kinetic Torpedo  
 7-9: Gauss Accelerator  
 10-12: Plasma Bolt Gun  
 13-17: Structure  
 18-20: PRIMARY Hit

## AFT HITS

1-8: Main Thrust  
 9-17: Structure  
 18-20: PRIMARY Hit

## PRIMARY HITS

1-8: Port/Stb Thrust  
 9-11: Sensors  
 12-14: Engine  
 15-16: Hangar  
 17-18: Reactor  
 19-20: C&C

## SPECIAL NOTES

Agile Ship

## SENSOR DATA

Defensive EW

Target # 1

Target # 2

Target # 3

Target # 4

Target # 5

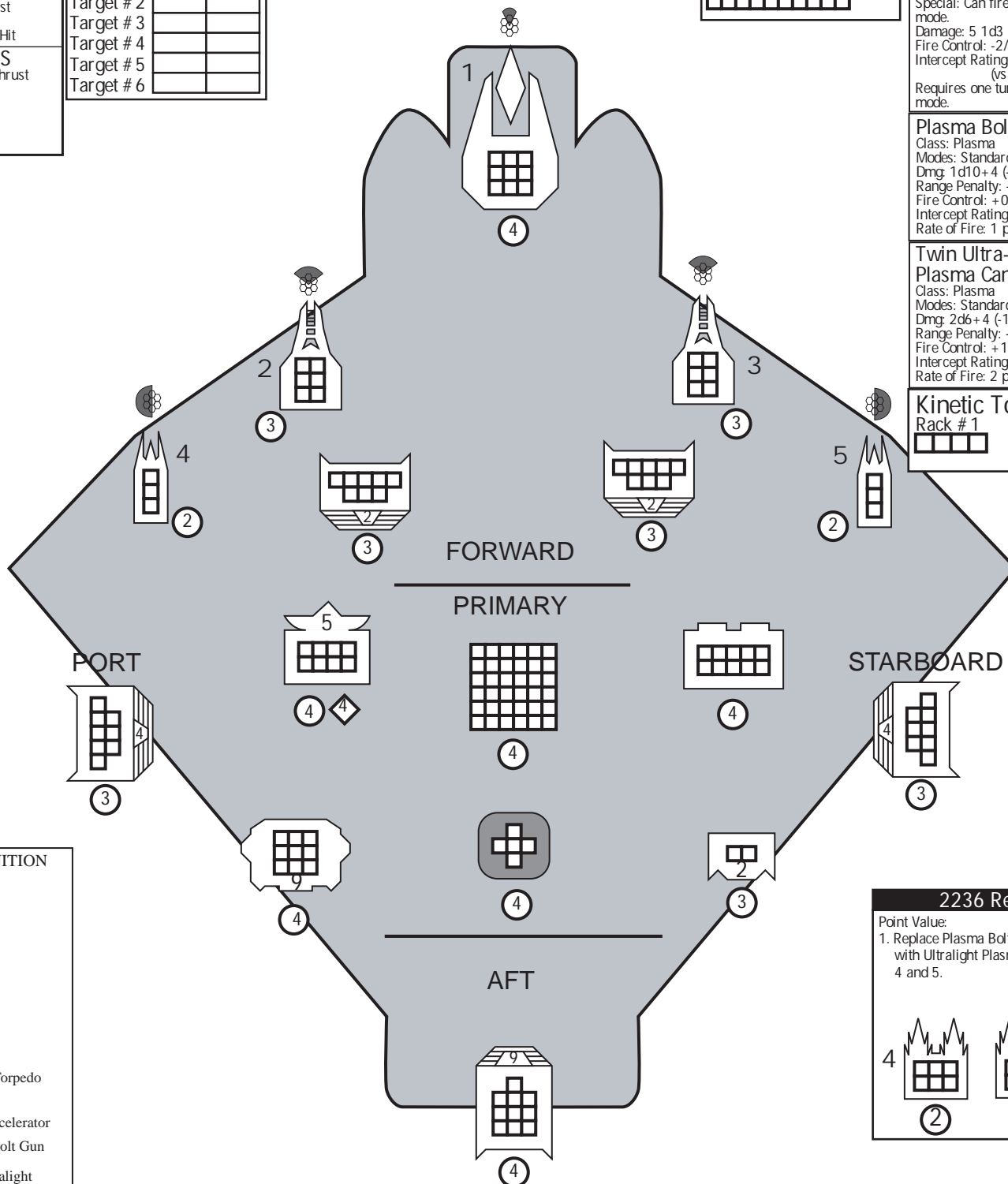
Target # 6

## HANGAR

0 Fighters

2 Shuttle Thrust: 7

Armor: 3 Defense: 8/9



## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Kinetic Torpedo
- Gauss Accelerator
- Plasma Bolt Gun
- Twin Ultralight Plasma Cannon

## 2236 Refit

Point Value:  
 1. Replace Plasma Bolt Gun 4 and 5 with Ultralight Plasma Cannons 4 and 5.

