



EA Athena Gunboat (4)

| SPECS | | MANEUVERING | | COMBAT STATS | |
|----------------------|----------------------------|----------------------------|-------------------------|--------------------------|-------------------------|
| Class: Lt Combat Vsl | | Turn Cost: 1/4 Speed | | Fwd/Aft Defense: 11 (8) | |
| In Svc: 2192/2252 | | Turn Delay: 1/4 Speed | | Stb/Port Defense: 11 (8) | |
| Point Value: 200-250 | | Accel/Decel Cost: 1 Thrust | | Engine Efficiency: 2/1 | |
| Ramming Factor: 40 | | Pivot/Jink Cost: 1 Thrust | | Extra Power: +0 | |
| Jump Delay: N/A | | Roll Cost: 1 Thrust | | Initiative Bonus: +14 | |
| Speed | 1 2 3 4 5 6 7 8 9 10 11 12 | Turn Cost | 1 1 1 1 2 2 2 2 3 3 3 3 | Turn Delay | 1 1 1 1 2 2 2 2 3 3 3 3 |

WEAPON DATA

| | |
|---|--|
| Medium Pulse Cannon Class: Particle Mode: Pulse Damage: 10 1d5 Times Maximum Pulses: 6 Grouping Range: +1 per 4 Range Penalty: -1 per hex Fire Control: +4/+3/+1 Intercept Rating: -2 Rate of Fire: 1 per 2 turns | |
| Standard Particle Beam Class: Particle Modes: Standard Damage: 1d10+6 Range Penalty: -1 per hex Fire Control: +4/+4/+4 Intercept Rating: -2 Rate of Fire: 1 per turn | |
| Interceptor Mk-I Intercept Rating: -3 Rate of Fire: 1 per turn OFFENSIVE MODE: Class: Particle Mode: Standard Damage: 1d10+6 Fire Control: -/-/+6 Range Penalty: -2 per hex | |
| Class-50 Missile Rack Class: Ballistic Missiles: 12 Range Penalty: None Fire Control: +2/+2/+2 Rate of Fire: 1 per 2 turns | |

HIT LOCATIONS

- 1-10: Structure
- 11-12: Pulse Cannon/SO Rack
- 13: Interceptor
- 14-15: Standard Particle Beam
- 16-17: Drive
- 18-19: Reactor
- 20: Control

SPECIAL NOTES

Agile Ship
Non-Atmospheric Capable

SENSOR DATA

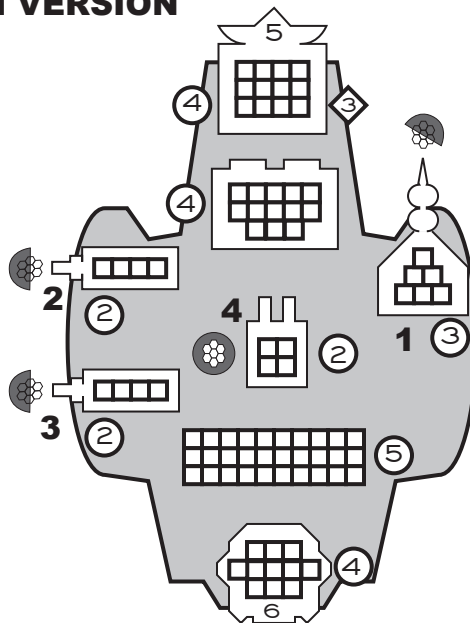
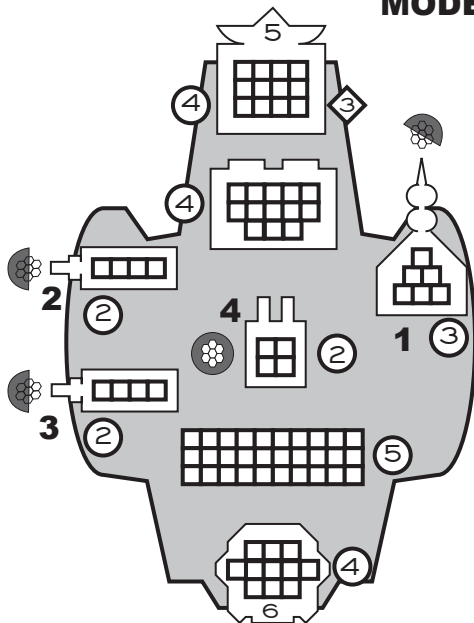
Defensive EW

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

LCV SUMMARY

Enemy weapons use the medium ship fire control rating to hit LCVs
Has only one hit location chart
Enemy called shots can be used on weapons only
Drive system applies thrust to any direction as needed
Control system provides all sensors and C&C abilities
Basic initiative bonus of +14
Can jink up to 4 levels using the pivot cost per level
Loss of reactor does not automatically destroy ship
Only one breaching pod can attach at a time
Does not use shuttles

MODERN VERSION



SENSOR DATA

Defensive EW

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

MISSILE VARIANT

SENSOR DATA

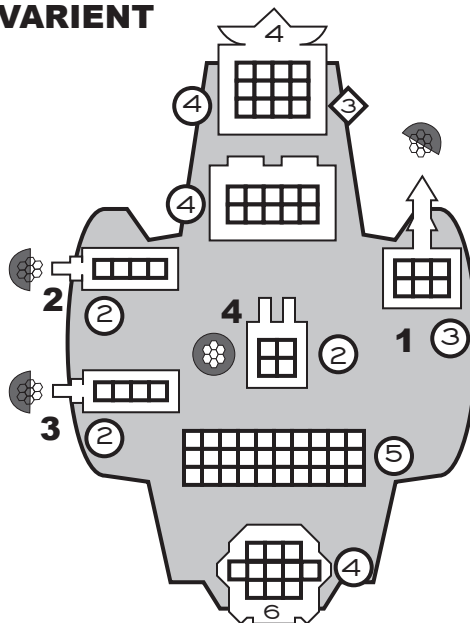
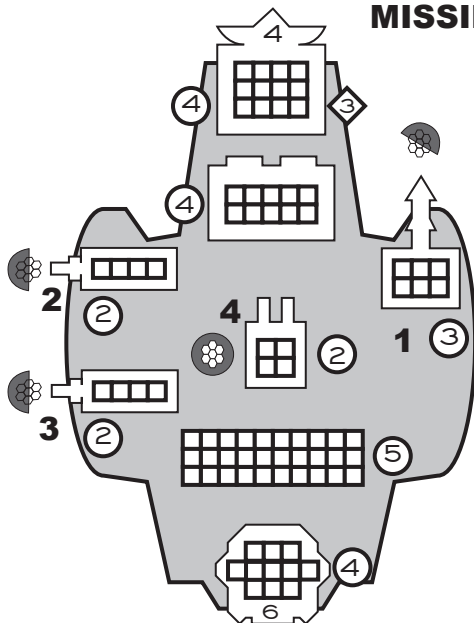
Defensive EW

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

MISSILES

Rack #1

| | | | | | |
|--|--|--|--|--|--|
| | | | | | |
| | | | | | |



SENSOR DATA

Defensive EW

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

MISSILES

Rack #1

| | | | | | |
|--|--|--|--|--|--|
| | | | | | |
| | | | | | |

ICON RECOGNITION

- Control
- Drive
- Reactor
- Std Particle Beam
- Med Pulse Cannon
- Class-50 Missile Rack
- Interceptor