



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 1 2 2 2 2 3 3 3 3 3	Turn Delay	1 1 1 1 2 2 2 2 3 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: -/+2/+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

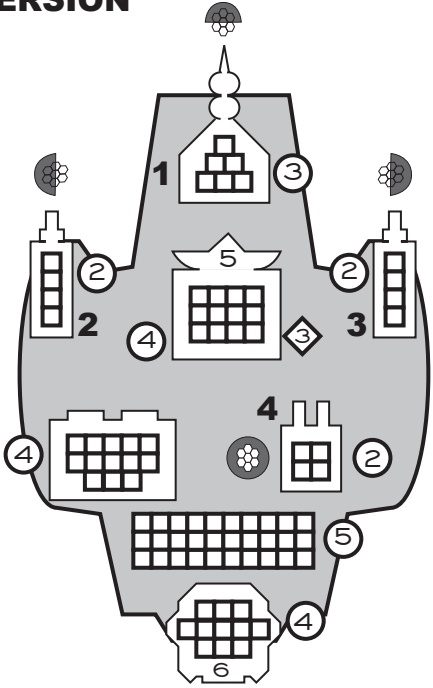
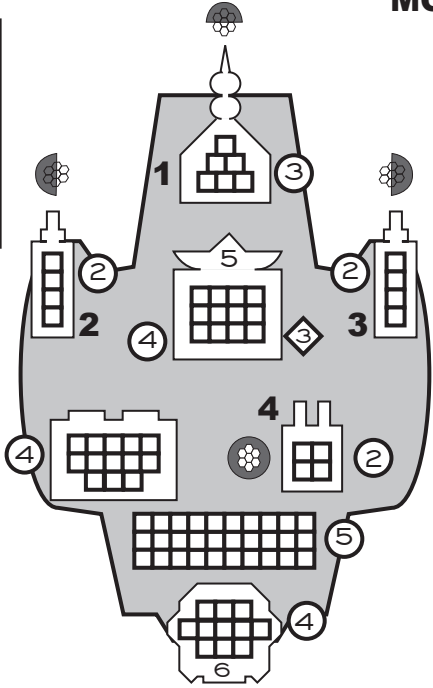
Defensive EW

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			

SENSOR DATA

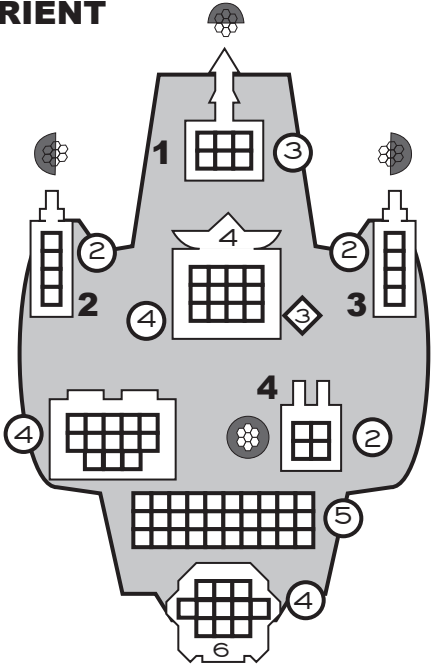
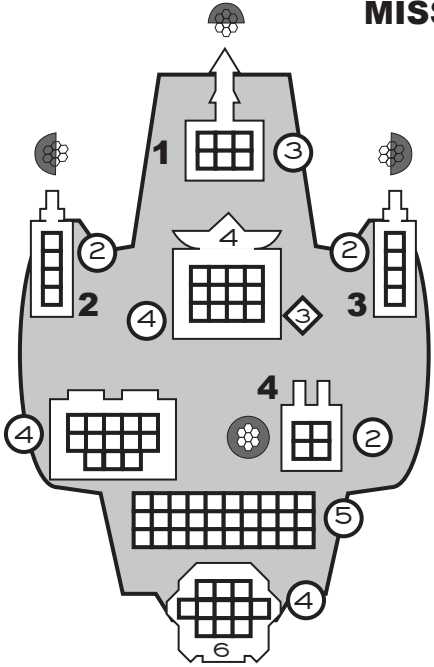
Defensive EW

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

MISSILES

Rack #1

MISSILE VARIANT



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