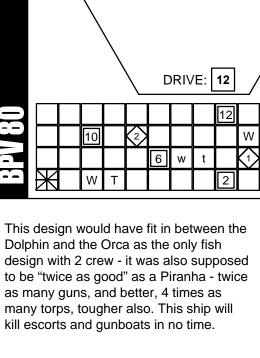


This ship was a submission by the Red Shirts to ICE to be used as a prize ship in the second Rules of Warfare book - time and money shortages made it impossible to come up with a sculpted miniature. This was to continue the "fish" theme begun with the Piranha, Dolphin and Orca.

§ If Target's DV has not been reduced by a critical hit, there is a -1 to hit penalty.



TPV

ID

Pilot

Disintegrator

Damage: High §

Range: 1/3/12

SŘ <= 11

(F) To Hit: 2d8+

Pilot

Missile Launcher

(F)

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DEFENSIVE VALUE: 14

DAMAGE REDUCTION:

Lock-On: <

Gunner

Disintegrator

Damage: High §

Range: 1/3/12

SŘ <= 11

Gunner

Missile Launcher

(F)

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000000000

Lock-On: <

(F) To Hit: 2d8+ Crew:

Pilot:

Gunner

Mk. 40

PLT:

GNR:

GNR:

Decoys: OOO

P-D: 1-8 (2)

Tons: 600

Dmg Con: 1-4

§ If Target's DV has not been reduced by a critical hit, there is a -1 to hit penalty.

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Critical Hits 2- Pilot Killed.

Barracuda may not move. DV drops to 5. Lose use of pilot's weapons.

3- Torps jettison. Remove 1d4 remaining torps.

4- EW knocked out.
Barracuda may no longer jam torps.
Reduce DV by 3.

5- Major structural Damage Inflicted.Barracuda takes 1d6 more hits.

6- Shields Damaged.
Reduce DV by 2.

7- Pilot's Disintegrator Targeters damaged. -2 to hit.

8- Evade Thrusters Hit. -4 to DV.

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9- Gunner's Disintegrator

Targeters Damaged. -2 to hit.

10- Engines Sputter.

Reduce Drive Value to 2 until after the next movement phase.

11- Gunner Killed.

Lose the use of his weapons.

12- Reactor Hit.

Barracuda is destroyed in a blinding flash of light.