

Antarean Ayalla Patrol Boat

SPECS

Class: Lt. Combat Vsl
In Service: 2236
Point Value: 220 each
Ramming Factor: 30
Jinking Limit: 4

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 8
Stb/Port Defense: 11
Engine Efficiency: 2/1
Extra Power: +4
Initiative Bonus: +14

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

HIT LOCATION

1-11: Structure
12-13: Med. Tactical Laser
14-16: Lt. Tactical Laser
17-18: Drive
19: Reactor
20: Control

SPECIAL NOTES

Agile Ship
Atmospheric Capable
Reactive Structure (2/9)

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

WEAPON DATA

Medium Tactical Laser
Class: Laser
Mode: Standard
Damage: 2d10+10
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/+2
Intercept Rating: -1 or -3
Rate of Fire: 1 per 2 turns

Light Tactical Laser

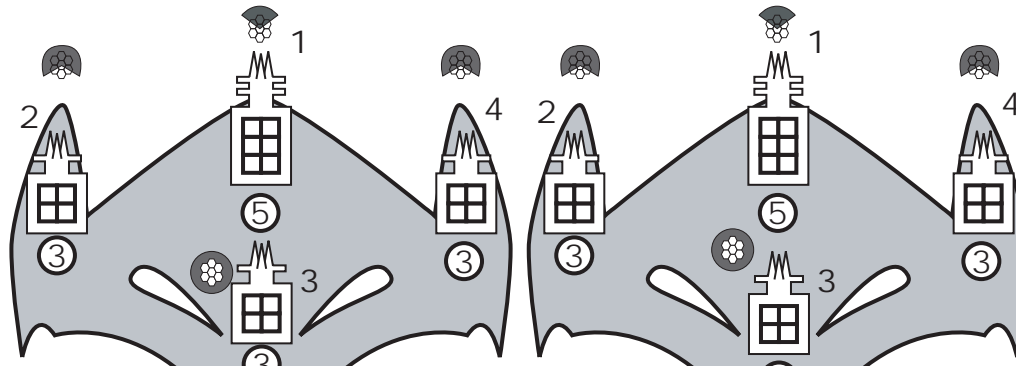
Class: Laser
Modes: Standard
Damage: 1d10+5
Range Penalty: -1 per hex
Fire Control: +2/+3/+4
Intercept Rating: -2 or -4
Rate of Fire: 1 per turn

Tactical Lasers

All Tactical Lasers gain a further -2 when intercepting ballistics.

Reactive Structure

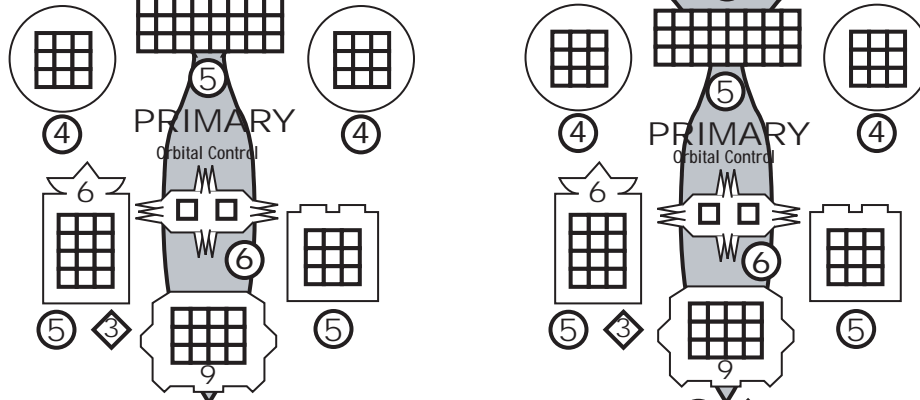
Reactive Structure is small
Structure blocks orbiting the ship which can be moved to block incoming shots.



SENSOR DATA

Defensive EW [3]

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



SENSOR DATA

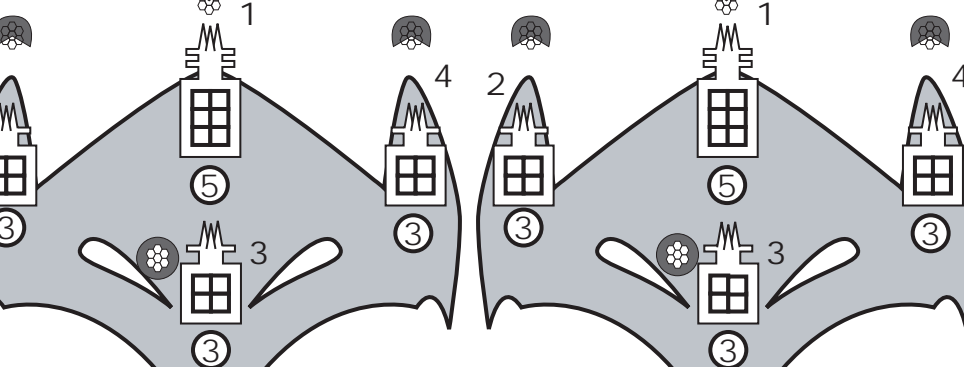
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ICON RECOGNITION

- Control
- Drive
- Reactor
- Med. Tactical Laser
- Lt. Tactical Laser