



EA Lancer Class Spinal Dreadnought

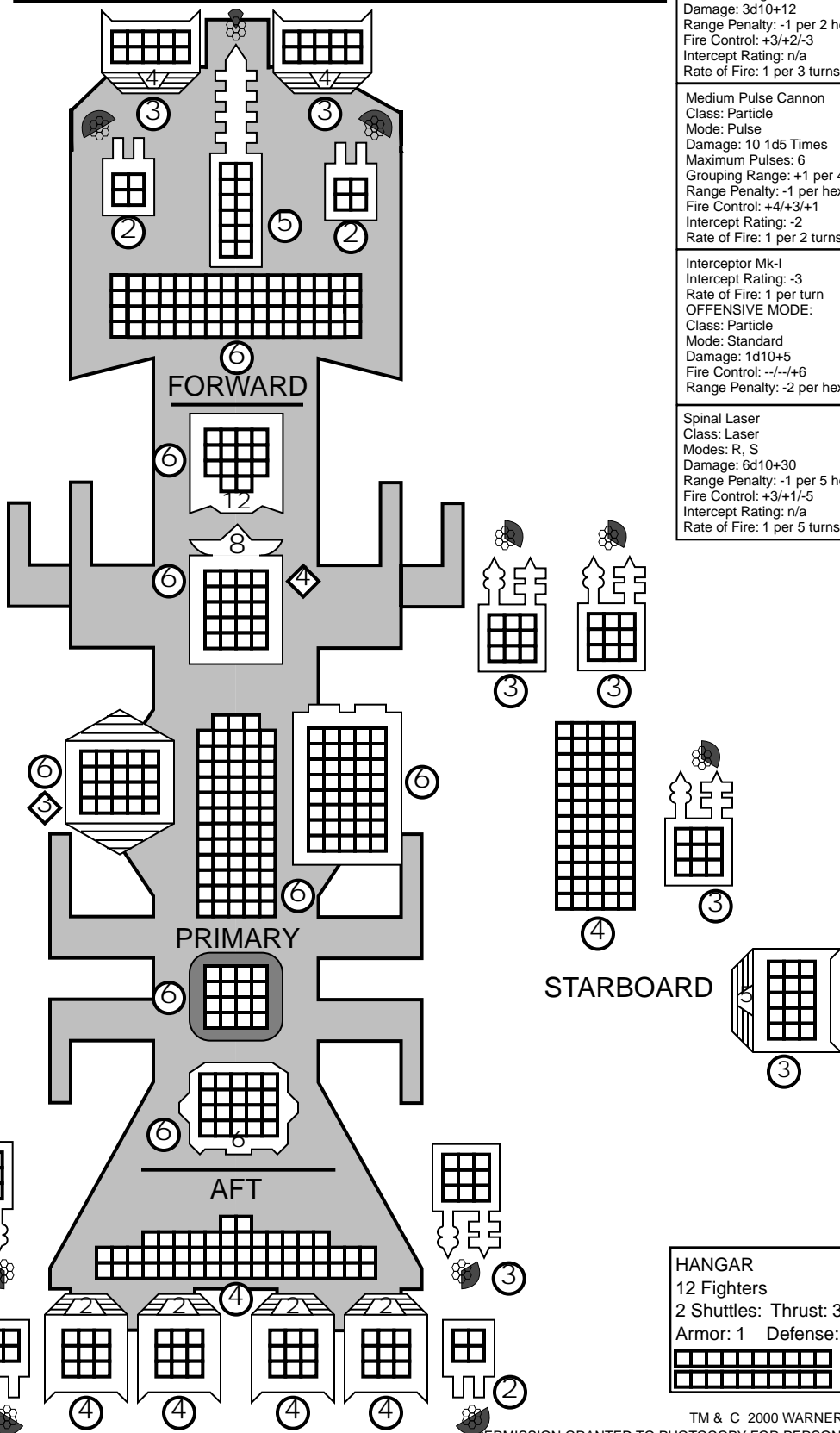


| SPECS | MANEUVERING | COMBAT STATS |
|----------------------|-------------------------------|---------------------------|
| Class: Capital Ship | Turn Cost: 1 x Speed | Fwd/Aft Defense: 15 (12) |
| In Service: 2230 | Turn Delay: 4/3 Speed | Stb/Port Defense: 18 (15) |
| Point Value: | Accel/Decel Cost: 3 Thrust | Engine Efficiency: 3/1 |
| Ramming Factor: | Pivot Cost: 3+3 Thrust | Extra Power: -15 |
| Jump Delay: 24 Turns | Roll Cost: 2+2 Thrust | Initiative Bonus: +0 |
| Speed | 1 2 3 4 5 6 7 8 9 10 11 12 | |
| Turn Cost | 1 2 3 4 5 6 7 8 9 10 11 12 | |
| Turn Delay | 2 3 4 6 7 8 10 11 12 14 15 16 | |

| WEAPON DATA |
|--|
| Laser/Pulse Array This weapon can fire as either a medium laser or medium pulse cannon, determined at the time of firing. The ROF is based on the shot being taken. |
| Medium Laser Cannon Class: Laser Mode: Raking Damage: 3d10+12 Range Penalty: -1 per 2 hexes Fire Control: +3/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 3 turns |
| 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 |
| Interceptor Mk-I Intercept Rating: -3 Rate of Fire: 1 per turn OFFENSIVE MODE: Class: Particle Mode: Standard Damage: 1d10+5 Fire Control: -/-/+6 Range Penalty: -2 per hex |
| Spinal Laser Class: Laser Modes: R, S Damage: 6d10+30 Range Penalty: -1 per 5 hexes Fire Control: +3/+1/-5 Intercept Rating: n/a Rate of Fire: 1 per 5 turns |

| FORWARD HITS |
|-------------------------|
| 1-3: Retro Thrust |
| 4-7: Spinal Laser |
| 8-10: Interceptor |
| 11-18: Forward Struct |
| 19-20: PRIMARY Hit |
| SIDE HITS |
| 1-4: Port/Stb Thrust |
| 5-11: Laser/Pulse Array |
| 12-18: Port/Stb Struct |
| 19-20: PRIMARY Hit |
| AFT HITS |
| 1-6: Main Thrust |
| 7-9: Laser/Pulse Array |
| 10-12: Interceptor |
| 13-18: Aft Struct |
| 19-20: PRIMARY Hit |
| PRIMARY HITS |
| 1-8: Primary Struct |
| 9-10: Jump Engine |
| 11-13: Sensors |
| 14-15: Engine |
| 16-17: Hangar |
| 18-19: Reactor |
| 20: C & C |

| SPECIAL NOTES |
|---------------|
| Unique Ship |
| SENSOR DATA |
| Defensive EW |
| Target #1 |
| Target #2 |
| Target #3 |
| Target #4 |
| Target #5 |
| Target #6 |



| ICON RECOGNITION |
|-------------------|
| Thruster |
| C & C |
| Sensors |
| Engine |
| Jump Engine |
| Reactor |
| Hangar |
| Laser/Pulse Array |
| Interceptor |
| Spinal Laser |

| HANGAR |
|------------------------|
| 12 Fighters |
| 2 Shuttles: Thrust: 3 |
| Armor: 1 Defense: 8/10 |