

Mercenary Lance Class Attack Ship

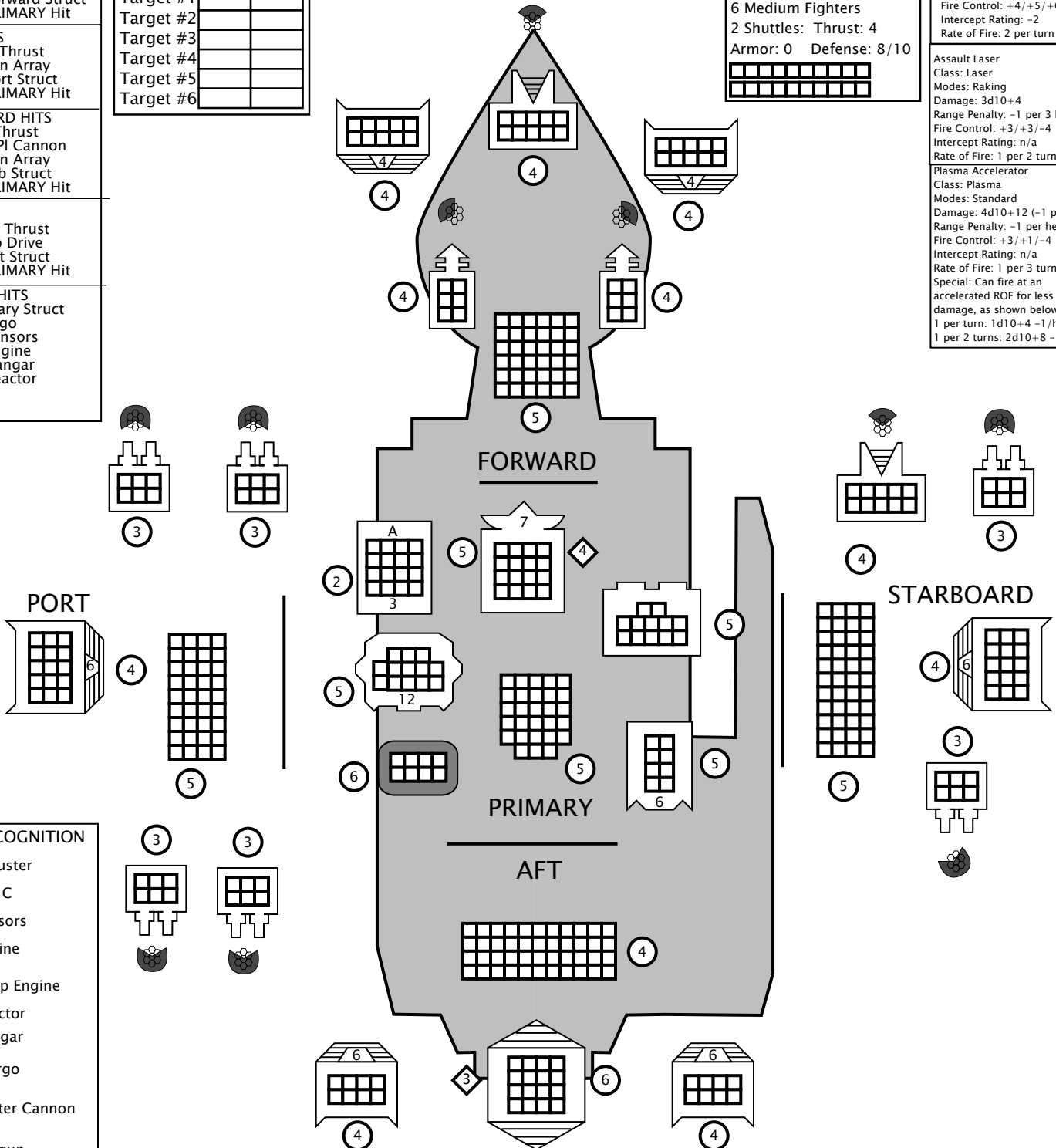
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2254	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value:	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: 20 Turns	Roll Cost: 2+2 Thrust	Initiative Penalty: 0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	













WEAPON DATA
Matter Cannon
Class: Matter
Modes: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Twin Array
Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn
Assault Laser
Class: Laser
Modes: Raking
Damage: 3d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Plasma Accelerator
Class: Plasma
Modes: Standard
Damage: 4d10+12 (-1 per hex)
Range Penalty: -1 per hex
Fire Control: +3/+1/-4
Intercept Rating: n/a
Special: Can fire at an accelerated ROF for less damage, as shown below:
1 per turn: 1d10+4 -1/hex
1 per 2 turns: 2d10+8 -1/hex

FORWARD HITS
1-4: Retro Thrust
5-6: Plasma Accelerator
7-9: Assault Laser
10-18: Forward Struct
19-20: PRIMARY Hit
PORT HITS
1-4: Port Thrust
5-10: Twin Array
11-18: Port Struct
19-20: PRIMARY Hit
STARBOARD HITS
1-4: Stb Thrust
5-8: Hvy Pl Cannon
9-10: Twin Array
11-18: Stb Struct
19-20: PRIMARY Hit
AFT HITS
1-6: Main Thrust
7-9: Jump Drive
10-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-7: Primary Struct
8-10: Cargo
11-12: Sensors
13-14: Engine
15-16: Hangar
17-19: Reactor
20: C & C

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
6 Medium Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/10



ICON RECOGNITION
 Thruster
 C & C
 Sensors
 Engine
 Jump Engine
 Reactor
 Hangar
 Cargo
 Matter Cannon
 Railgun
 Assault Laser
 Twin Array