

EA Nemesis Patrol / Training Boats (4) (Lambda Model)**SPECS**

Class: Lt Combat Vsl
 In Service: 2233
 Point Value: 275 each
 Ramming Factor: 30
 Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
 Turn Delay: 1/3 Speed
 Accel/Decel Cost: 2 Thrust
 Pivot Cost: 1 Thrust
 Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 11 (8)
 Stb/Port Defense: 11 (8)
 Engine Efficiency: 2/1
 Extra Power: 0
 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

WEAPON DATA

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

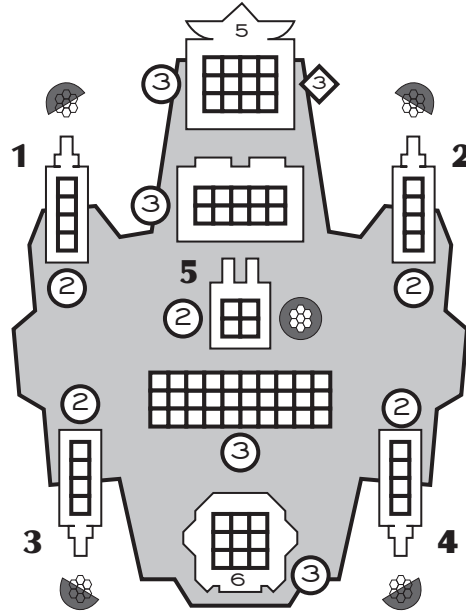
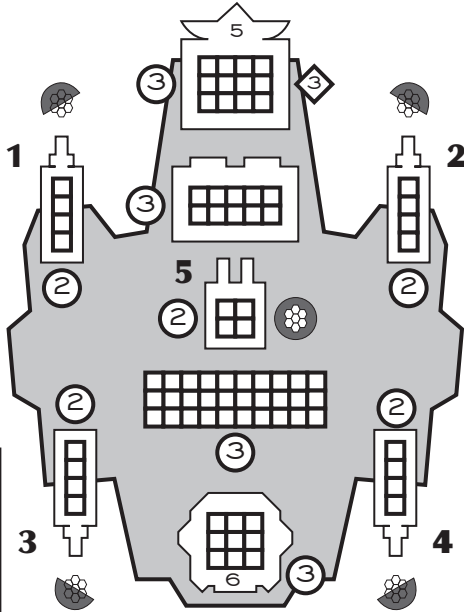
Intercept Rating: -3
 Rate of Fire: 1 per turn
OFFENSIVE MODE:
 Class: Particle
 Mode: Standard
 Damage: 1d10+5
 Fire Control: --/--/+6
 Range Penalty: -2 per hex

HIT LOCATION

1-10: Structure
 11-12: SPB #1 or #2
 13: Interceptor
 14-15: SPB #3 or #4
 16-17: Drive
 18-19: Reactor
 20: Control

SPECIAL NOTES

Agile Ship
 Non-Atmospheric

**SENSOR DATA**

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

SENSOR DATA

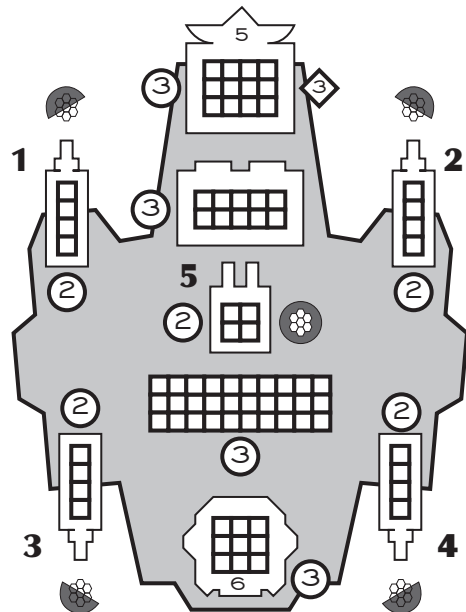
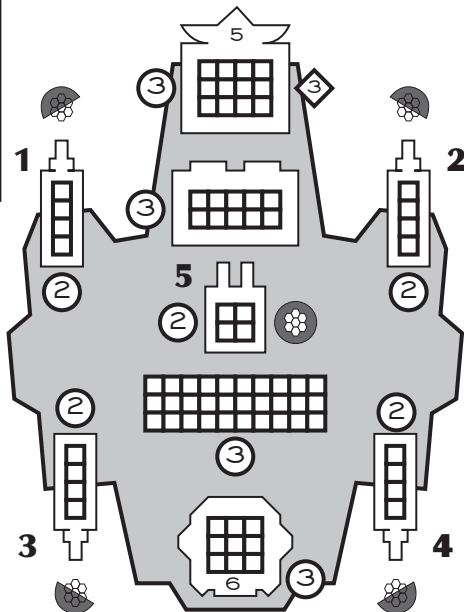
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SENSOR DATA

Defensive EW	
Target #1	
Target #2	
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SENSOR DATA

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

**ICON RECOGNITION**

- Control
- Drive
- Reactor
- Std Particle Beam
- Interceptor