

Llort Free Traders (4)

SPECS

Class: Lt Combat Vsl
In Svc: 2219/2234
Point Value: 60/65
Ramming Factor: 40
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 1+1 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 12
Engine Efficiency: 1/1
Extra Power: +0
Initiative Bonus: +0

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

Plasma Torch
Class: Plasma
Modes: Standard
Damage: 2d10+10 -1 per hex
Range Penalty: -2 per hex
Fire Control: +2/+0/-
Intercept Rating: n/a
Rate of Fire: 1 per turn

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

Scatter Pulsar
Class: Particle
Mode: Pulse
Damage: 6 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 5
Range Penalty: -2 per hex
Fire Control: +1/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

HIT LOCATIONS

1-6: Structure
7-10: Cargo A
11-12: Cargo B
13: LPB/Scatter Pulsar
14-15: Plasma Torch
16-17: Drive
18-19: Reactor
20: Control

SPECIAL NOTES

Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

SENSOR DATA

Defensive EW

Target #1

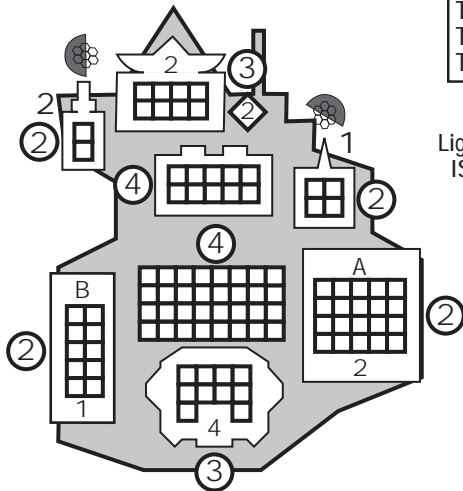
Target #2

Target #3

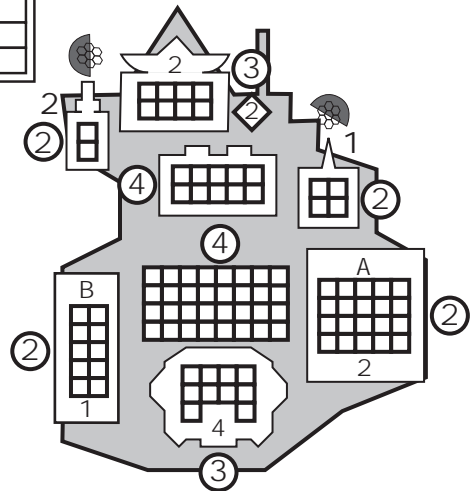
Target #4

Target #5

Target #6



Light Particle model
ISD: 2219 PV: 60



SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

SENSOR DATA

Defensive EW

Target #1

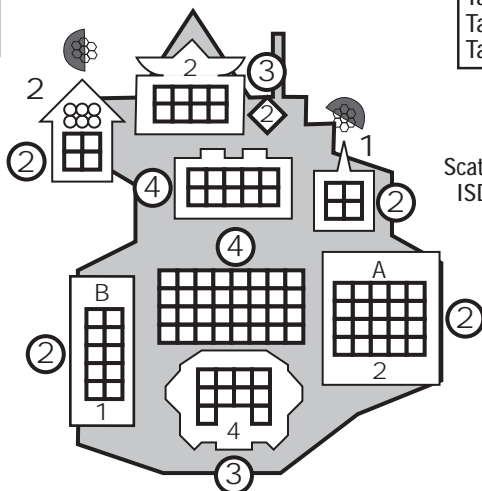
Target #2

Target #3

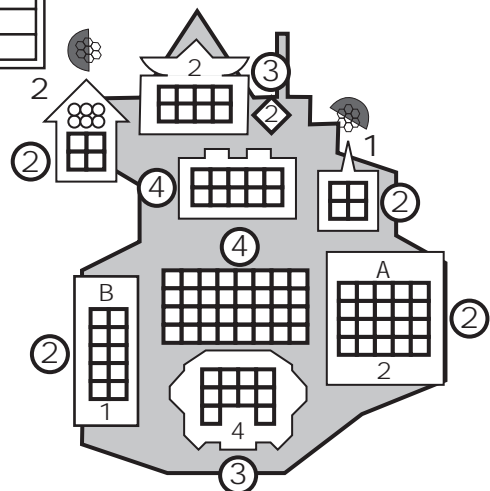
Target #4

Target #5

Target #6



Scatter Pulsar model
ISD: 2234 PV: 65



ICON RECOGNITION

- Control
- Drive
- Reactor
- Cargo
- Plasma Torch
- Light Particle Beam
- Scatter Pulsar