

Llort Daggaden Penetrators(4)

SPECS

Class: Lt Combat Vsl
In Service: 2216
Point Value: 275 each
Ramming Factor: 40
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/4 Speed
Turn Delay: 1/4 Speed
Accel/Decel Cost: 1(2) Thr.
Pivot Cost: 1(+1) Thrust
Roll Cost: 1(+1) Thrust

COMBAT STATS

Fwd/Aft Defense: 9
Stb/Port Defense: 12
Engine Efficiency: 1/1
Extra Power: 0
Initiative Bonus: +14

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	1	2	2	2	2	3	3	3	3
Turn Delay	1	1	1	1	2	2	2	2	3	3	3	3

WEAPON DATA

Med. Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Twin Array

Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 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

HIT LOCATION

1-9: Structure
10-11: Cargo (if pod attached)
12-13: Med Plasma Cannon
14-15: Twin Array
16: Lt Particle Beam
17-18: Drive
19: Reactor
20: Control

SPECIAL NOTES

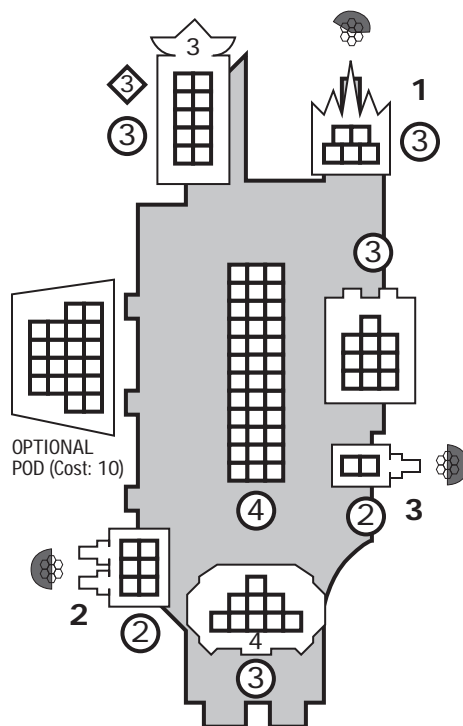
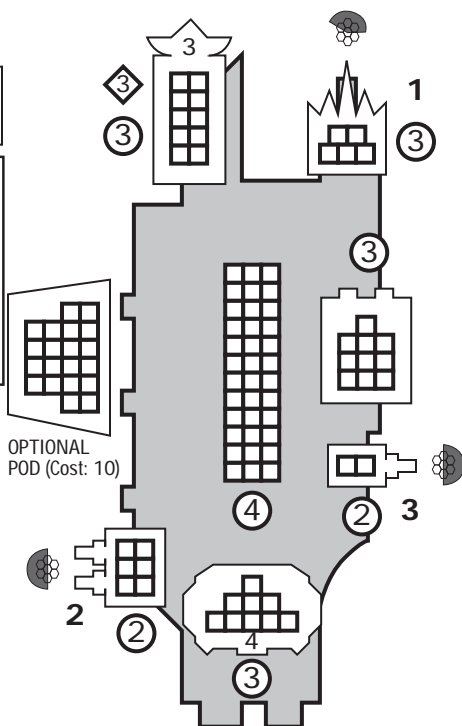
Agile Ship (without pod)

TWIN ARRAYS

Use the arc shown here if a cargo pod is attached

SENSOR DATA

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

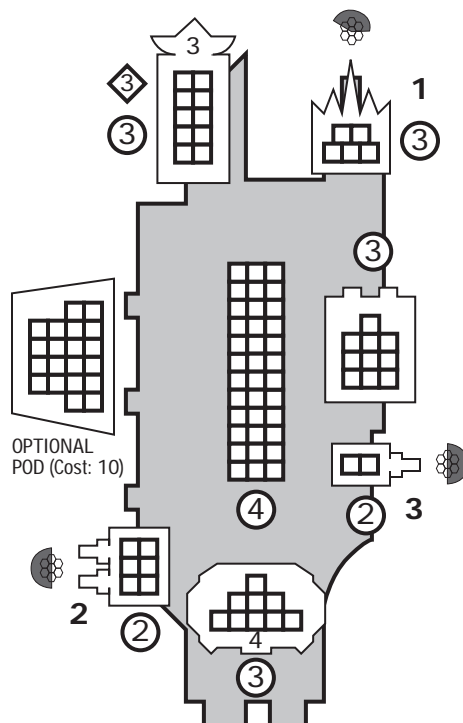
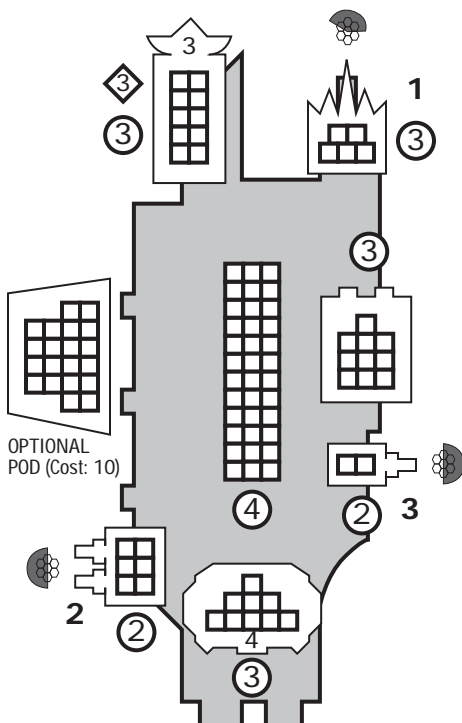


SENSOR DATA

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Defensive EW		
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Target #4		
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Target #6		

ICON RECOGNITION

- Control
- Drive
- Reactor
- Cargo
- Medium Plasma Cannon
- Twin Array
- Lt Particle Beam