

Than Laser Attack Craft

SPECS		MANEUVERING						COMBAT STATS					
Class: lcv		Turn Cost: 1/3 x Speed						Fwd/Aft Defense: 10					
In Service: CY 9770		Turn Delay: 1/3 x Speed						Stb/Port Defense: 12					
Point Value: 340		Accel/Decel Cost: 1 Thrust						Engine Efficiency: 2/1					
Ramming Factor: 30		Pivot Cost: 2 Thrust						Extra Power: +0					
Slip Delay: 24 Turns		Roll Cost: 1 Thrust						Initiative Bonus: +1					
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	

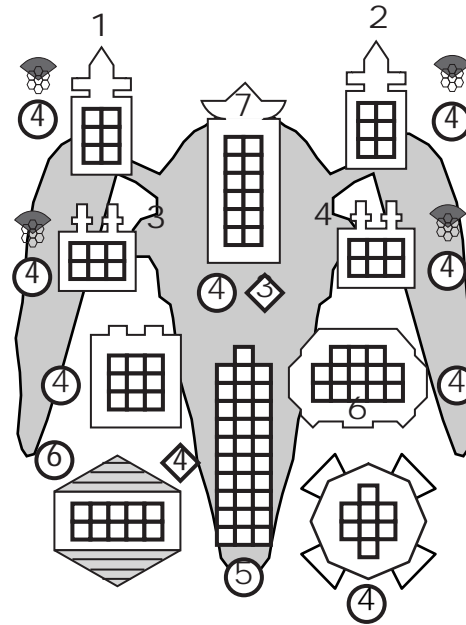
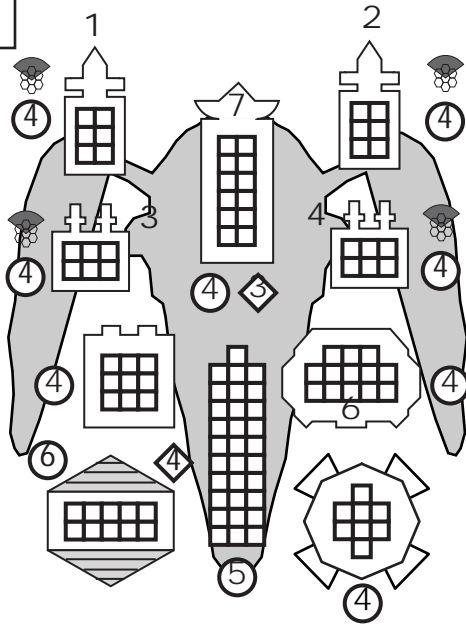
WEAPON DATA	
Short-Range X-Ray Laser	
Class: Laser	5
Mode: Raking	
Damage: 4d10+5	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+2/-5	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Light Laser Turret	
Class: Laser + Particle	2
Mode: Standard	
Damage: 2d6+5	
Range Penalty: -1 per hex	
Fire Control: +2/+3/+4	
Intercept Rating: -3	
Rate of Fire: 1 per turn	
Special: Maximum range 15 Hexes	

SPECIAL NOTES
 Gravtic drive system
 Atmospheric Capable
 Agile Ship

HIT LOCATION	
1-8 :	Structure
9 :	AG Field Gen
10-12:	Lt. Laser Turret
13-14:	Short-Range X-ray laser
15-16:	Slip Drive
17-18:	Drive
19 :	reactor
20 :	Control

SENSOR DATA

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

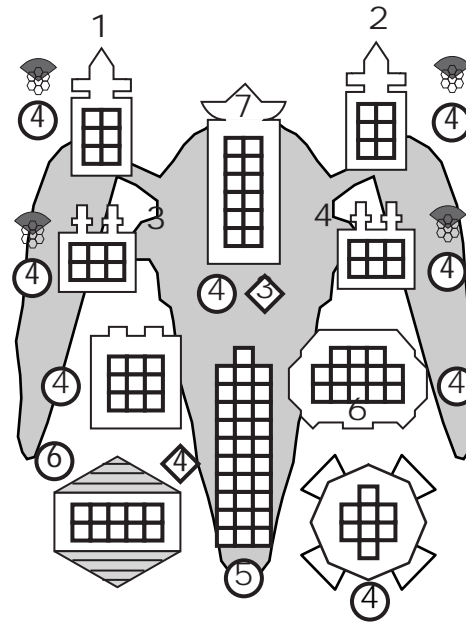
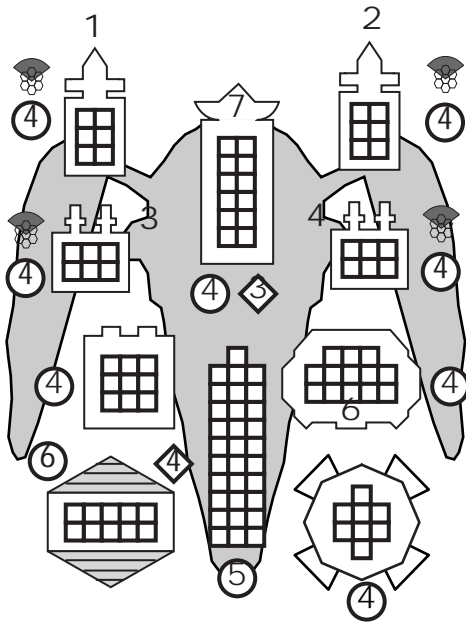


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Defensive EW	
Target #1	
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Target #6	

ICON RECOGNITION

	Control
	Slip Drive
	Reactor
	Drive
	Short-Range X-ray laser
	Lt. Laser Turret
	Antigravity field generator