



Generic Shielded Cutters (4)

SPECS

Class: Lt Combat Vs
In Service: 2192
Point Value: 225 ea.
Ramming Factor: 40
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11/7
Stb/Port Defense: 11/7
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	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	1	1	1	2	2	2	2	3	3	3	3

Weapons Data

Med Blast Cannon
Class: Matter
Modes: Pulse
Damage: 5 1d5 times
Maximum Pulses: 5
Grouping Range: +1 per 5
Range Pen: -1 per 2 hexes
Fire Control: +3/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Vulcan Railgun
Class: Matter
Modes: Standard
Damage: 1d6+5
Range Penalty: -2 per 3 hexes
Fire Control: +2/+2/+2
Intercept Rating: -2 (Ballistic Only)
Rate of Fire: 1 per turn

Holtzman Shield
Subtract shield rating from chance to hit and incoming damage; laser hit causes Holtzman Effect

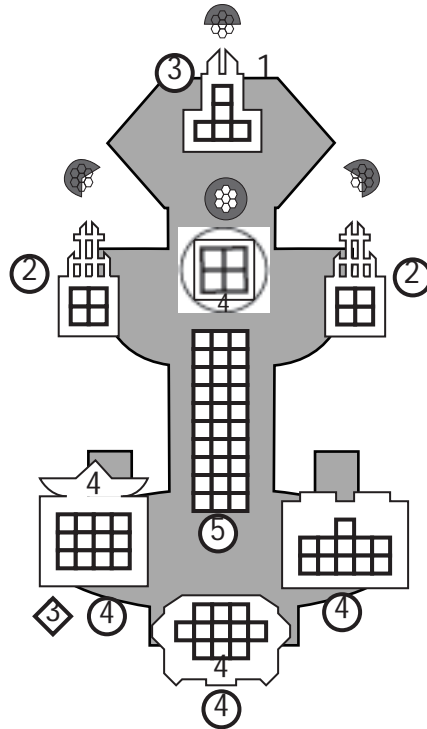
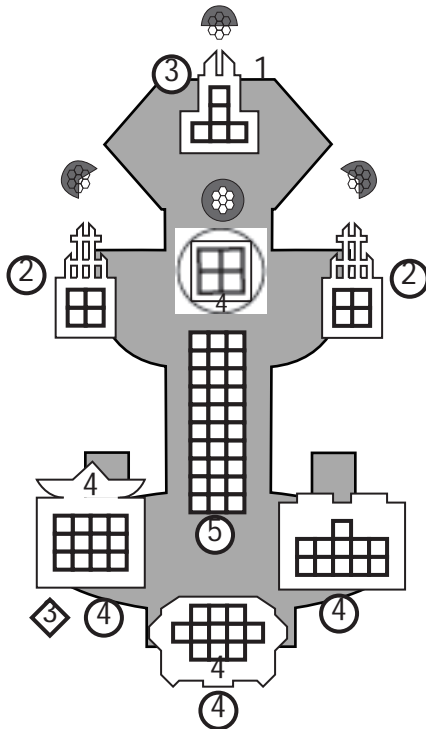
HIT LOCATION
1-10: Structure
11-12: Medium Blast Cannon
13-15: Vulcan Railgun
16-17: Holtzman Shield
18: Drive
19: Reactor
20: Control

SPECIAL NOTES
Antiquated Sensors
Atmosphere Capable

SENSOR DATA

Defensive EW

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



SENSOR DATA

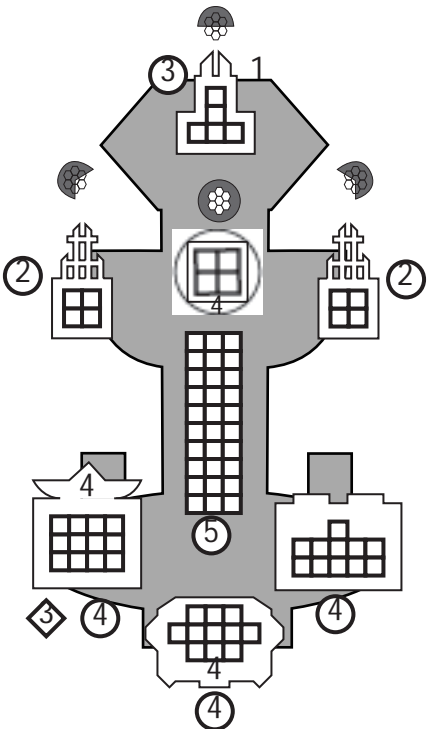
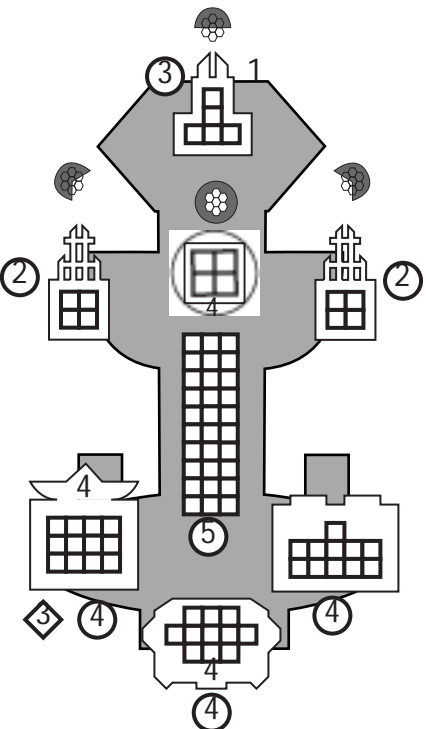
Defensive EW

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

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SENSOR DATA

Defensive EW

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Target #6

ICON RECOGNITION

- Control
- Drive
- Reactor
- Vulcan Railgun
- Med Blast Cannon
- Holtzman Shield