



Generic Shielded Missile 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 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

Weapons Data

Class-S Missile Rack

Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
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 Holtzmann Effect

HIT LOCATION

1-10: Structure
11-12: Class-S Missile Rack
13-15: Vulcan Railgun
16-17: Holtzman Shield
18: Drive
19: Reactor
20: Control

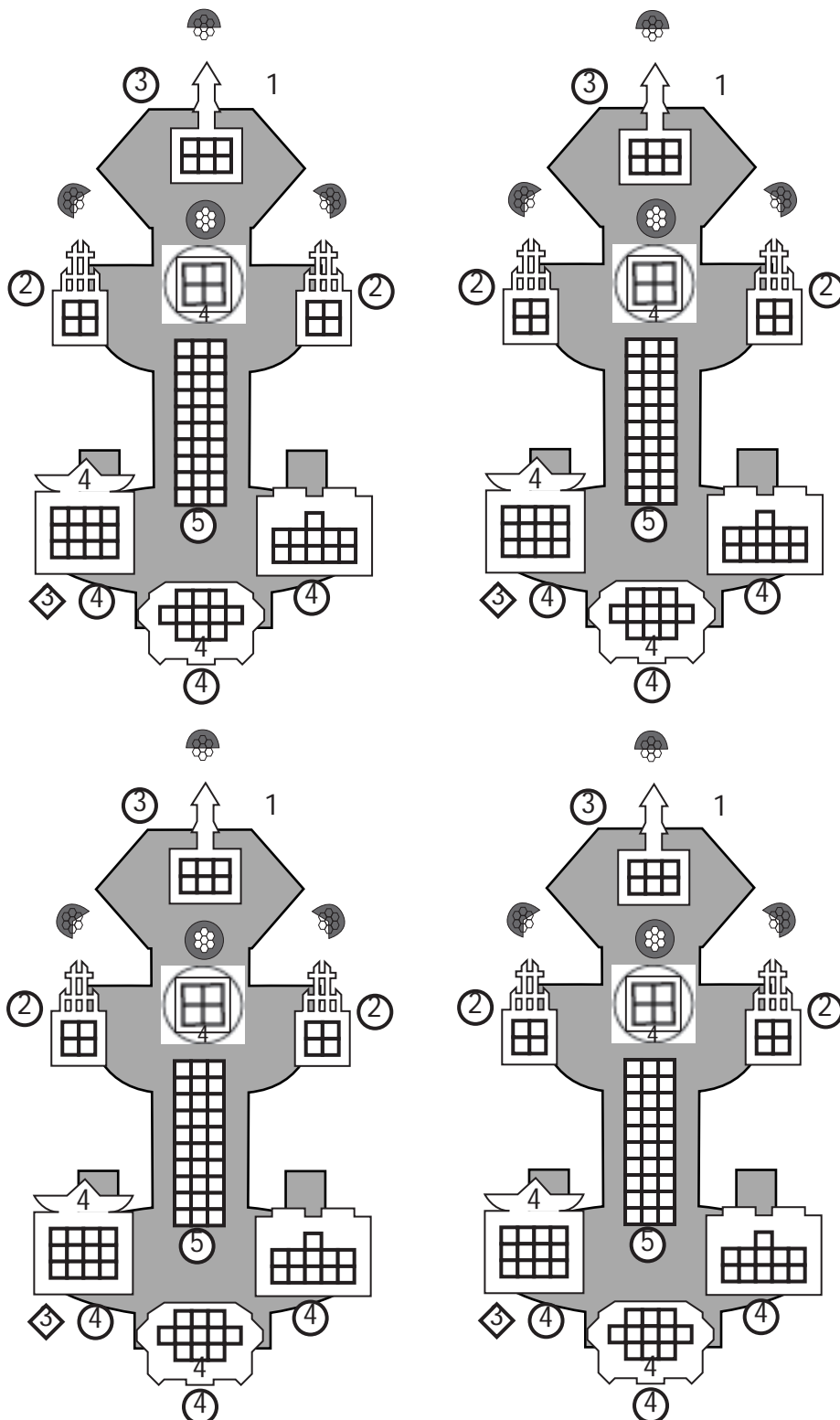
SPECIAL NOTES

Antiquated Sensors
Atmosphere Capable

SENSOR DATA

Defensive EW

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



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ICON RECOGNITION

- Control
- Drive
- Reactor
- Gatling Railgun
- Class-S Missile Rack
- Holtzman Shield