

# Landsraad Shielded Cutters (4)

## 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

## SPECS

Class: Lt Combat Vsl  
In Service: 9655  
Point Value: 225  
Ramming Factor: 40  
Jump Delay: N/A

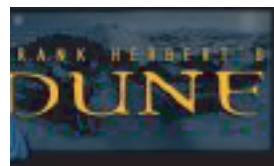
## MANEUVERING

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	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 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)  
Rate of Fire: 1 per turn

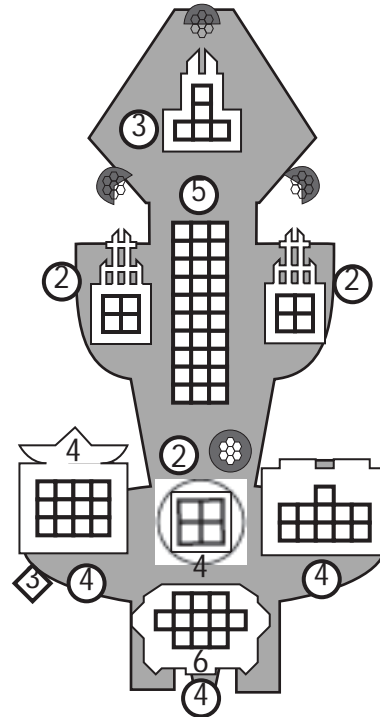
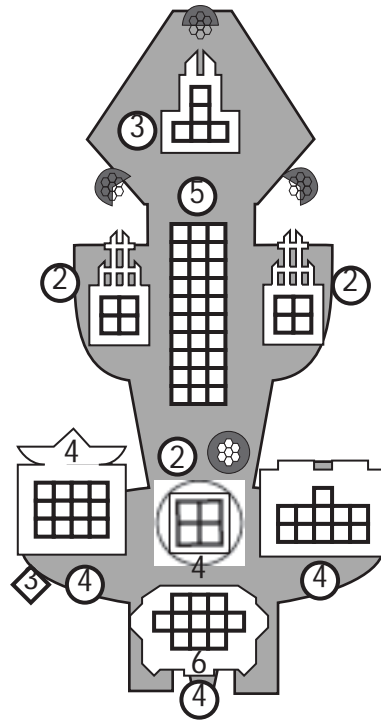
## Holtzman Shield

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

## SENSOR DATA

### Defensive EW

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



## SENSOR DATA

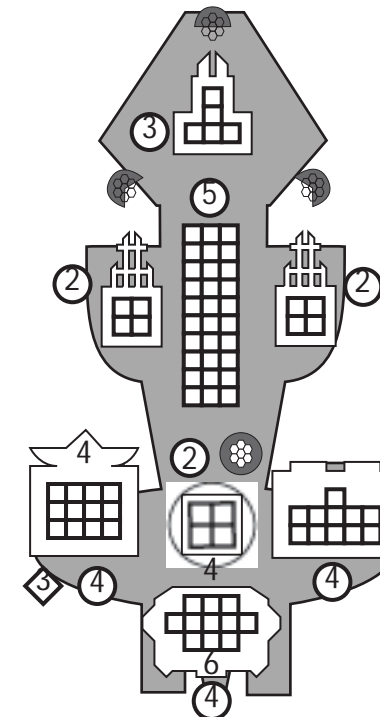
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Target #	1	2
Target # 1		
Target # 2		
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## ICON RECOGNITION

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