

Landsraad Assault Lighter (4)

SPECS

Class: Lt Combat Vsl
In Service: 9875
Point Value: 150 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
Stb/Port Defense: 11
Engine Efficiency: 1/1
Extra Power: 0
Initiative Bonus: +12

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

HIT LOCATION

1-9: Structure
10-11: Grappling Claw
12-14: Vulcan Railgun
15-17: Marine Barracks
18: Drive
19: Reactor
20: Control

SPECIAL NOTES

Antiquated Sensors
Atmosphere Capable
Four Marine Contingents

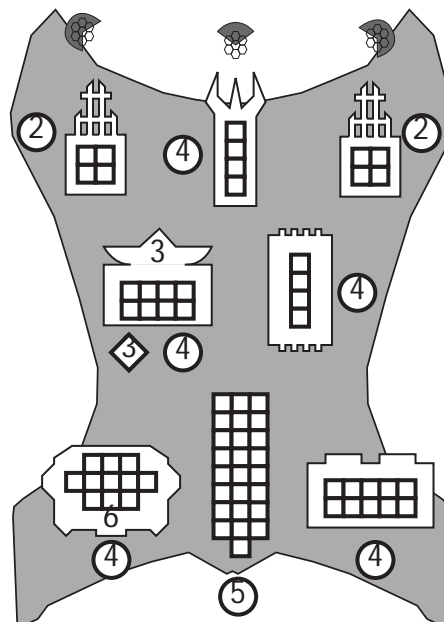
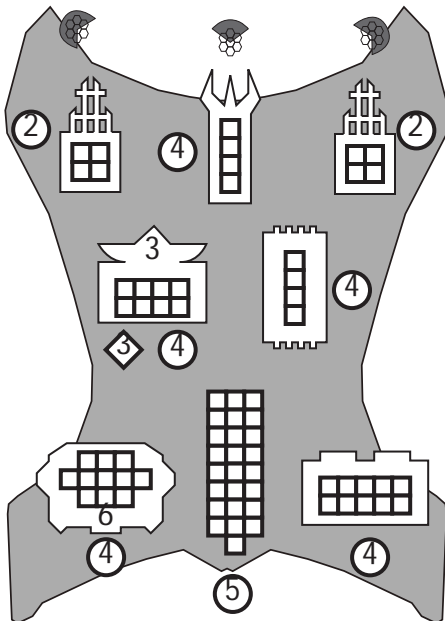
Weapons Data

Grappling Claw

Attaches the Assault Lighter to the target vessel so boarding parties can be deposited.

Vulcan Railgun

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



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
Marine Barracks
Grappling Claw
Vulcan Railgun

