

Landsraad Missile Cutters (4)

SPECS	MANEUVERING	COMBAT STATS
Class: LtCmbt Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 11/7
In Service: 9805	Turn Delay: 1/4 Speed	Stb/Port Defense: 11/7
Point Value: 225 each	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor: 40	Pivot Cost: 1 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1 Thrust	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	

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

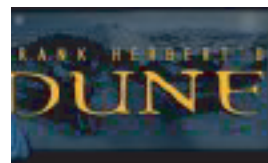
Target # 2

Target # 3

Target # 4

Target # 5

Target # 6



WEAPON 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)

Rate of Fire: 1 per turn

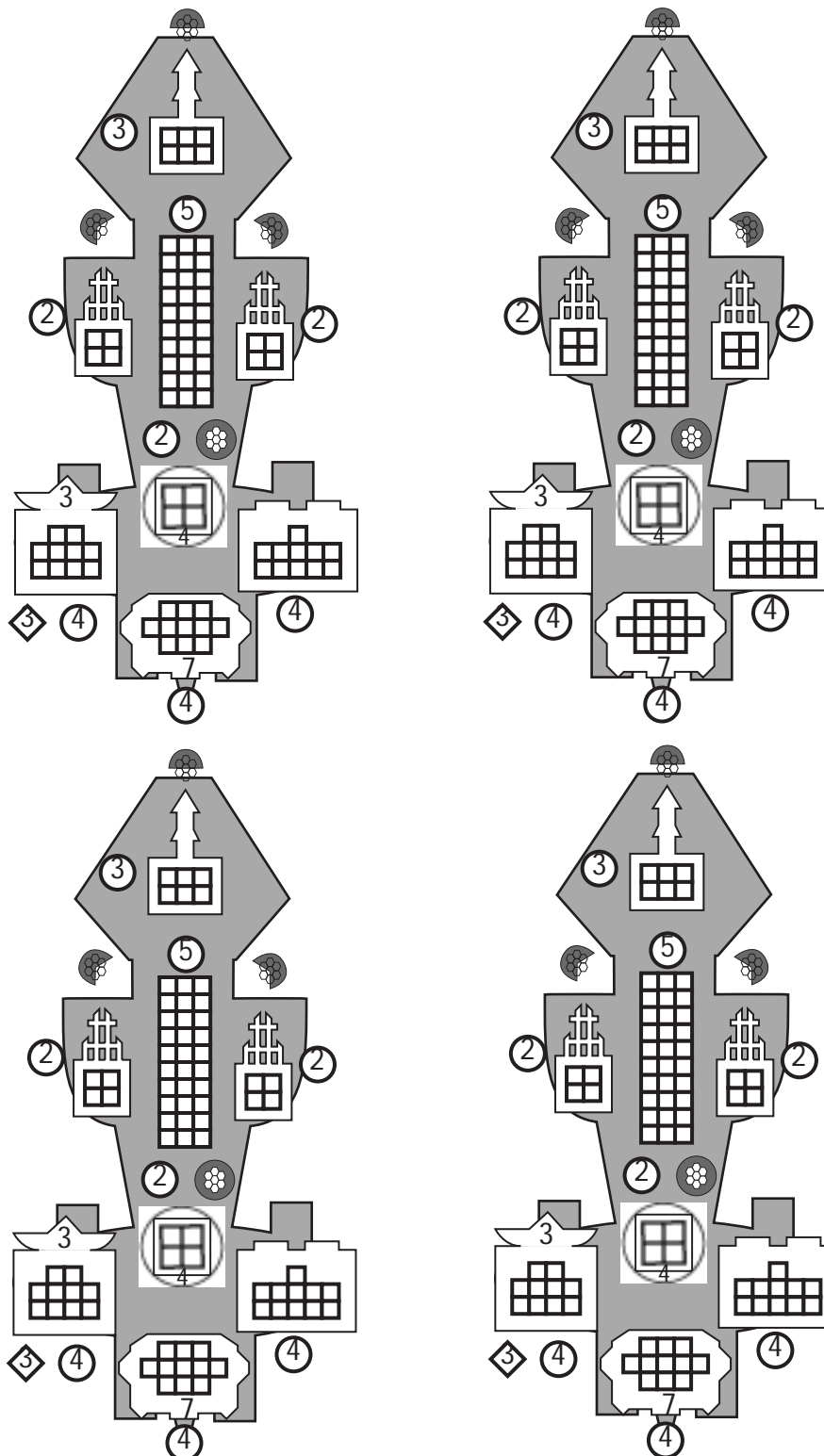
Holtzman Shield

Subtract shield rating from

chance to hit and incoming

damage; laser hit causes

Holtzman Effect



SENSOR DATA

Defensive EW

Target # 1

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

SENSOR DATA

Defensive EW

Target # 1

Target # 2

Target # 3

Target # 4

Target # 5

Target # 6

ICON RECOGNITION

Control

Drive

Reactor

Gatling Railgun

Class-S Missile Rack

Holtzman Shield