



# Spice Smuggler Lighters (4)

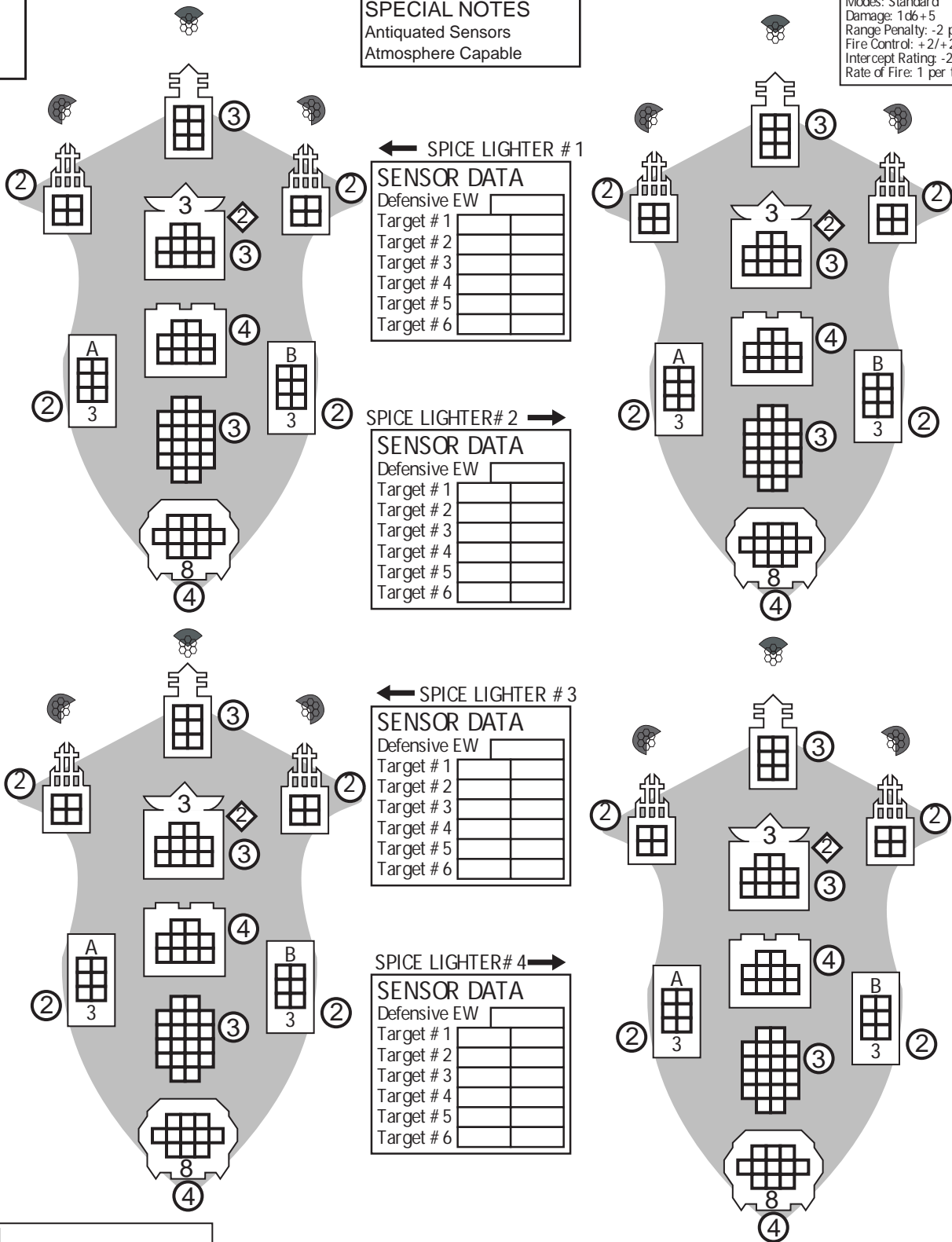
SPECS	MANEUVERING	COMBAT STATS
Class: Lt. Combat Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 9
In Service: --	Turn Delay: 1/4 Speed	Stb/Port Defense: 11
Point Value: 175 each	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 2/1
Ramming Factor: 30	Pivot Cost: 1+1 Thrust	Extra Power: +0
Hyper Cost: N/A	Roll Cost: 1+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	

WEAPON DATA
Medium Lasgun
Class: Laser
Modes: R, P
Damage: 3d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/-4
Intercept Rating: n/a
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

HIT LOCATIONS
1-9: Structure
10-12: Vulcan Railgun
13-14: Medium Lasgun
15-16: Cargo
17-18: Drive
19: Reactor
20: Control

**SPECIAL NOTES**  
Antiquated Sensors  
Atmosphere Capable



ICON RECOGNITION		