

Chevalier Lancer Leader

SPECS

Class: Medium Ship
In Service: 2044
Point Value: 300
Ramming Factor: 60
Jump Delay: 4 Turns

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 13 (11)
Stb/Port Defense: 14 (12)
Engine Efficiency: 1/1
Extra Power: 0
Initiative Bonus: +12

WEAPON DATA

Ouster Shield
Subtract one from incoming chance to hit and any damage scored through arc. Shields are additive, and can tractor, push, or turn other vessels, see notes..

Standard Particle Beam

Class: Particle
Mode: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Medium Hellwhip
Class: Plasma/Laser
Modes: R (8), S
Damage: 2d10 + 1
Range Penalty: -1/3 hexes
Fire Control: +3/+2/+3
Intercept Rating: N/A
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-3: Retro Thrust
4-5: Medium Hellwhip
6: Ouster Shield
7-9: Particle Beam
10-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6: Ouster Shield
7-8: Engine
9-10: Hawking Drive
11-18: Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10-12: Port/Stb Thrust
13-14: Particle Beam
15-16: Sensors
17: Hangar
18-19: Reactor
20: C&C

SENSOR DATA

Defensive EW

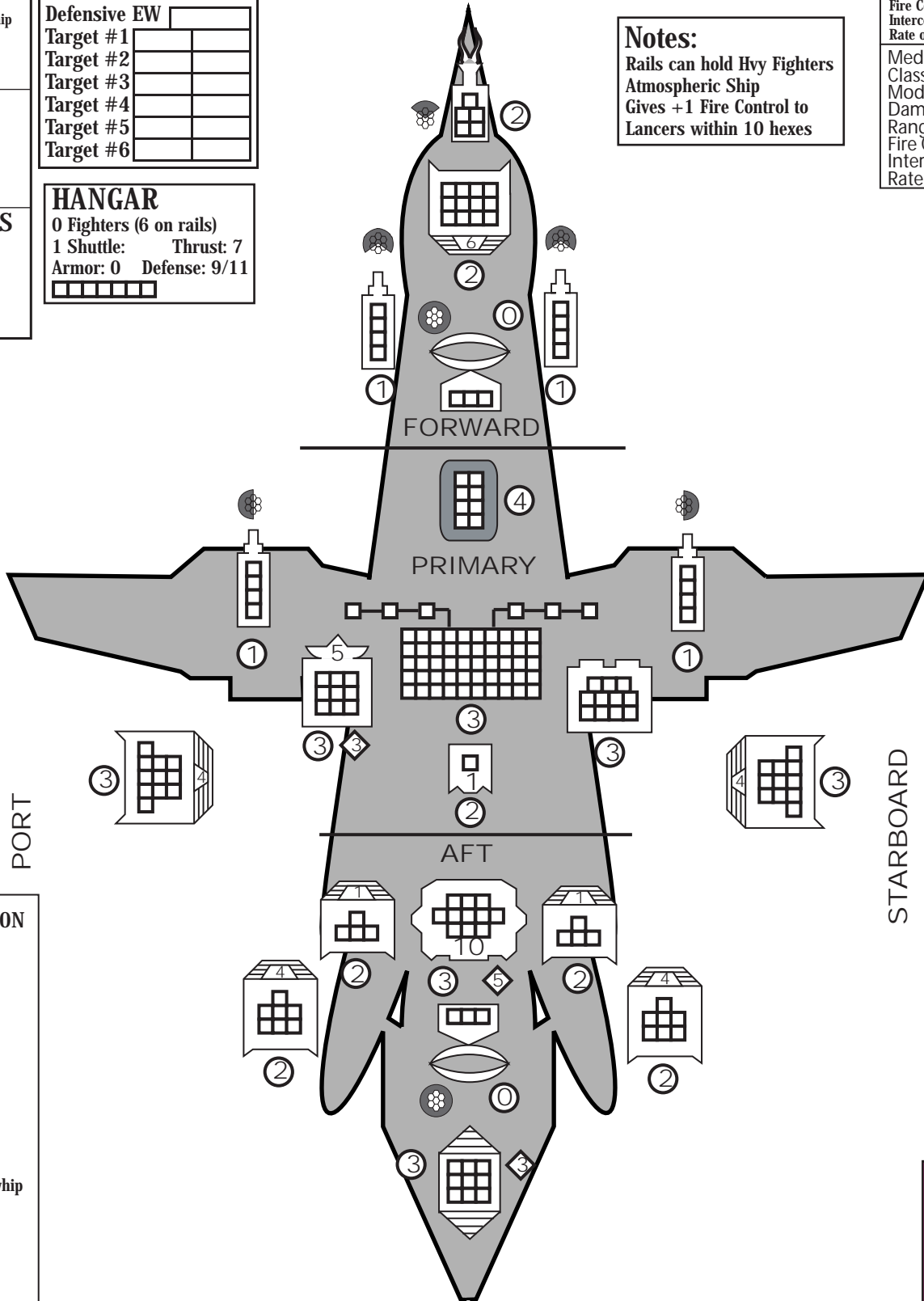
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR

0 Fighters (6 on rails)
1 Shuttle: Thrust: 7
Armor: 0 Defense: 9/11

Notes:

Rails can hold Hvy Fighters
Atmospheric Ship
Gives +1 Fire Control to Lancers within 10 hexes



ICON RECOGNITION

- Hawking Drive
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Medium Hellwhip
- Ouster Shield
- Particle Beam

