

The Lyran Star Empire

The Lyrans are a feline species, genetically similar to the Kzinti and Caitians. A clannish, feudal society, they had little concept of “democracy” until they encountered the Federation. They achieved a world government early in Earth’s 20th century, through a combination of diplomacy and outright conquest, the leader responsible proclaiming himself Emperor. Subordinated kings and clan-chiefs were granted Imperial titles as Dukes and Counts, and competition among them was encouraged – the Lyrans are a naturally aggressive race, and it kept them from plotting against the Emperor’s clan.

The pressure of inter-clan competition and the increase in population lead swiftly to the beginnings of space exploration in the Lyran home system. Younger sons of noble families carved out realms for their own with domed settlements on suitable planets and moons. The first armed spacecraft were constructed, starting with primitive lasers and particle beams for weaponry. Warp drive opened up the galaxy to the clans, and they began to spread out from their homeworld in droves.

While the clans subjugated several minor races in their expansion, the first major power they contacted would prove to be their genetic in-laws, the Kzinti. The two felinoid races hated each other on sight, and have ever since. (It is highly recommended that if one ever attends a diplomatic function at which both attend, one should make sure never to stand directly between the Kzinti and Lyran delegations.) The first major star-faring race the Lyrans had encountered, the Kzinti shattered the fledgling Lyran offensive. The Lyran ships were found to be too small and too poorly defended to deal with waves of missiles from the Kzinti ships.

The now-traditional “catamaran” design emerged as the easiest for Lyran shipyards to construct, and were put into construction quickly. Deflector shielding research would lag behind, however, as research wandered down a blind alley. To the surprise of everyone, they would soon find something quite interesting down that blind alley: the “Expanding Sphere” generator, allowing instantaneous production of a short-lived deflector shield capable of intercepting a full barrage of missiles. Over time disruptor technology would be “acquired” from the Klingons, and in 2224 weapons researchers would make significant breakthroughs in phaser technologies.

By the time of the Hydran Conquest, the Cheetah frigate and Panther cruiser had become the mainstay of the Lyran fleet, watching warily across the border as they and the Klingons partitioned the Hydran Kingdoms between them. Border squabbles between the two empires would continue for decades to come, even after the Hydrans rebelled and threw off both of their conquerors.

Lyran ships would go through a continuing series of refits, redesigns, and enlargements. The Leopard destroyer and Tiger heavy cruiser were the first follow-ons to the Cheetah and Panther, with hulls enlarged about 30 percent to allow for tougher structure and a heavier weapons loadout. By the late 23rd century the limitations of the catamaran hull were beginning to show, and trimaran successor designs came into vogue among

wealthier clans. Technological advancements made refits possible for the older catamaran designs, allowing poorer clans to maintain a naval presence (if not a highly significant one).

Diplomatic relations with the Federation were generally cool, but open hostilities never occurred. With the Kzinti and Klingons between them and the Federation, the Lyrans had enemies closer to home, including an internal matter that erupted into outright rebellion. A sector Count in the Duchy of the Enemy's Blood clan, on the Klingon border, was overthrown by rebels enamored of the Federation's egalitarian ideals. The Lyran Democratic Republic was declared. Recognized quickly by the Federation (perhaps in hope that the ideals would spread in that sector), they found their closest allies in the Hydrans, who saw the LDR as a way to undermine the Imperial government.

Equipped with gatling phasers purchased from the Hydrans, the LDR's small but capable fleet engaged the Imperials sent to put down the rebellion. Though they had relatively few ships, they had been wealthy enough to ensure that a large proportion of them were of the newer trimaran designs. The overconfident Imperial fleet got its nose badly blooded. After a month of inconclusive skirmishing, the Emperor abandoned the effort, declaring it an internal problem of the Duchy. The Duke's fleet was no more able to bring the LDR to heel than the Emperor was. Two years after hostilities opened, the duke came to an agreement with the Republic: He would recognize whomever the electorate presented as the official and legal "sector count", allowing the Republic internal autonomy so long as it renewed fealty to the Enemy's Blood duchy and the Empire in general. The proposal was accepted by both the Republic and the Emperor, and the Lyran Civil War ended as peacefully as all internal Lyran conflicts do. (I.e., not very.)

The growing friendship between the Klingon Empire and the Federation was a source of both hope and worry for the Lyran leadership. While this left the Kzinti potentially squeezed between three unfriendly states, the Federation was unlikely to go to war unless seriously provoked, and their influence kept the Klingons unusually restrained as well. The hoped-for Triple Alliance War never took place.

Despite all this, the Lyrans were engaged in yet another of their interminable border squabbles with the Kzinti when news of the Borg arrived. The initial reports were met with disbelief, especially associated as they were with the occult "Q" entity. Lyran observers were present directly for the battle of Wolf 359, however, and at least one ship is said to have participated in the battle (and been destroyed as easily as its Federation counterparts). Following this the Lyrans took the stories much more seriously, and began a heavy naval expansion program.

Fortunately for the Lyrans, the Dominion offensive stalled within Federation and Klingon space, never reaching their borders. A small expeditionary fleet was sent through Klingon space, engaging the Dominion twice there and once in Federation space, the ESG proving a valuable defense against the polaron weaponry of the Dominion ships. With the war ended, the Lyrans are left with a powerful fleet, ready to take a new role on the galactic stage.

The Expanding Sphere Generator

Expanding Sphere Generator

This device evolved out of early Lyran research into deflector shielding. The original intent was to create a single generator that could project a field completely surrounding the ship, instead of the multiple generator system commonly in use. While they succeeded in generating a fully spherical shield, the generator would overheat and burn out very quickly at the power levels demanded. Eventually, Lyran researchers installed a governor system on the sphere generator that would shut it down before it could overload. Able to proceed to field testing of the unit, the research team discovered that the spherical field had several interesting properties when compared to the conformal deflectors in more common use. While its effect was short-lived, it was almost as energy-efficient. Furthermore, it could be projected to a considerably greater radius than the dimensions of the projecting unit. The most interesting part was the effect of the governor circuitry: when the unit restarted after its cool-down period, the projected shield would be at the maximum strength possible for the power input and radius used. Several interesting tactical applications presented themselves immediately, and the decision was made to field the equipment on Lyran warships.

Rules:

- 1) The decision to activate the ESG is made in the power-allocation phase at the beginning of the turn and is announced simultaneously with the equipped unit's EW allocation announcement. If using Secret EW Allocation, the announcement of ESG activation is made at this phase of the turn anyways.
- 2) Power to energize the ESG must be diverted from other uses or from the ship's Excess Power. The ESG can utilize as many power points as it has remaining structure. There is thus no critical effects table for the ESG. When damaged its ability to energize a Sphere is directly limited by a reduction in the amount of power that can be diverted to the generator.
- 3) Like a normal deflector shield, the Sphere has a strength rating from which damage is subtracted. To calculate this strength, subtract 1/3 the sphere's radius from 5 and multiply the result by the amount of power input, then round down. (Or, for simplicity, consult the following table.) The maximum radius of the sphere is 3 hexes.

Expanding Sphere Strength								
Power Radius	1	2	3	4	5	6	7	8
0 (x 5.00)	5	10	15	20	25	30	35	40
1 (x 4.67)	4	9	13	18	23	28	33	38
2 (x 4.33)	4	8	13	17	21	26	30	35
3 (x 4.00)	4	8	12	16	20	24	28	32

4) Because the Sphere fills the entire radius of its effect (including the generating unit's hex if used at radius zero), it acts as an Enormous Unit for the purposes of blocking LOS, entering an asteroid field, etc. Any fire directed at or through the sphere's radius will automatically strike it and inflict their damage upon the field. (Weapons whose damage is dependant on an X-factor will damage the Sphere as if X was half its maximum, or 20, whichever is lower.) Should a solid object such as a fighter or ship collide with the field, treat it as a Ram with the Sphere's current strength as its Ramming Factor.

5) When the shield's strength is reduced to zero, or two turns elapse, the governor circuitry immediately deactivates the field to prevent an overload burnout. The device is then unusable for two full turns while the circuits cool.

6) Actively-guided ballistic weapons may be steered around the sphere, adding its diameter to the effective range for all purposes.

7) No weapon fire that is even partially absorbed by the sphere will harm any other object; the detonation takes place so far from the generating ship that it is well protected from the effects. Exception: Flash weaponry will pass on their "splash" damage, based on the proportion of damage not absorbed by the sphere, to any unit within their blast radius.

Weapons

Point-Defense Phaser

Developed: 2228

Size Factor: 3

The Lyran version of this weapon is basically a stripped-down Light Phaser, optimized for use against Kzinti missiles and attack drones. Lyran ships would carry these for self-defense for over half a century, until shield technology advanced sufficiently. Eventually they would be replaced by batteries of Light phasers, the greater offensive firepower and nearly equivalent defensive capabilities becoming an acceptable tradeoff.

Light Phaser

Developed: 2228

Size Factor: 3

The primary phaser armament of lighter Lyran ships, it would eventually be relegated to a secondary role, replaced by Intermediate and later Medium phasers.

Intermediate Phaser

Developed: 2230

Size Factor: 4

For its time, the pinnacle of Lyran phaser technology, the Intermediate Phaser was disdained by the more technologically advanced phaser-using navies. Despite its apparent inferiority, it allowed more space to be devoted to additional weapons and the massive impulse drives that characterized Lyran designs.

Medium Phaser

Developed: 2284

Size Factor: 5

A late development, the Lyran navies were slow to implement the Medium Phaser, preferring to deploy mixed batteries to maximize versatility on the trimaran designs. Catamaran refits such as the Cheetah-3, however, found it the ideal balance for the problematic Assault Disruptor, and it ended up being fielded in greater numbers among smaller clan navies than the Ducal and Imperial fleets until the 2320's.

Assault Phaser

Developed: 2340

Size Factor: 5

The Heavy Phaser was the Federation's answer to the increasing size and power of starship defenses. It was bulky and slower to fire than the Medium or Intermediate phasers, and required twice as much power, but it packed a considerable punch. The Lyrans, stung by their experience with the Assault Disruptor, were unconvinced of its value. Instead, they developed a home-grown improvement of the Medium, extending its range and increasing its accuracy without sacrificing the rate of fire of which they were so enamored.

Heavy Phaser

Developed: 2339

Size Factor: 8

Tested within weeks of the Federation's own Heavy Phasers, the Lyrans made little use of this powerful weapon, mounting it only rarely on larger capital ships that had the room for the bulky mounts.

Light Phaser Beam

Developed: 22xx

Size Factor: 2 (fighter)

A microminiaturized version of the Point-Defense mount, the Light beam was a huge power drain on any shuttle's systems, a problem that Lyran engineers could not overcome. It was deemed useless for defense against anything more combat-capable than a Denebian slug.

Light Disruptor

Developed: 2180

Size Factor: 3

Purchased from the Klingons, the Light Disruptor would supplement laser and particle-beam weaponry on Lyran warships until phasers were developed. By then it had been supplanted by its own Medium successor. Eventually, the Light Disruptor would find its niche on the Fast Patrol craft, where its high rate of fire and small size made it an ideal fighter-killer.

Medium Disruptor

Developed: 2190

Size Factor: 4

A standard weapon of the Empire for over a century, the Medium Disruptor combined many factors the Lyrans favored: high rate of fire, noticeable damage, and a small size, allowing even the light frigates to carry a pair along with their phaser suite.

Assault Disruptor

Developed: 2260

Size Factor: 5

Developed by the Klingons in an attempt to increase the capabilities of the Medium Disruptor, the Assault variant was as controversial for its Lyran purchasers as it was for its inventors. While it permitted a stronger alpha strike, its shorter range and slower rate of fire hindered Lyran slash-and-dodge tactics, leaving it unpopular with captains. Worse, its large size and power requirements crowded crew space, and the crewers' opinions swiftly matched the captains'.

Salvo Disruptor

Developed: 2318

Size Factor: 5

An independent Lyran development, the Salvo Disruptor was based on a refinement of the Medium Disruptor, miniaturizing and duplicating several components. The end result

was a slightly weaker beam than the Medium disruptor, but capable of firing twice as quickly, paired with an advanced targeting computer to give a noticeable increase in accuracy.

Tactical Laser

Developed: 2120

Size Factor: 5

An early laser weapon, it was the primary armament of Lyran ships through the 22nd century. Roughly comparable with the Light Phaser in range, damage, and rate of fire, it was considerably less versatile and nearly twice as massive. Lyran naval architects leapt at the chance to switch over to phasers when they became available.

Light Particle Projector

Developed: 2090

Size Factor: 4

A bulky, balky, short-ranged weapon, capable of only minimal damage, it was still a marvel for its time. It was quickly outclassed in nearly every measure, but would serve on as a point-defense installation. Unable to match waves of Kzinti missile fire, it was only the Expanding Sphere that kept Lyran ships intact long enough to refit to the Point Defense Phaser.

Ships And Other Units

Cheetah FF

The first Lyran ship designed from the ground up to carry phasers and disruptors, it was a fast, nimble vessel, emphasizing the favored Lyran tactics of quick, slashing attacks. One of the most refitted designs in galactic history, it would soldier on for nearly a century, finally retiring in the early 24th century when it was deemed too small and fragile to stand up to modern warships.

Leopard DD

About 30 percent larger than the *Cheetah*, it allowed a heavier weapons load to be carried on a similarly light and maneuverable frame. It followed a similar refit path to its smaller sibling, but its larger phaser suite made it more adaptable to the slow-firing Assault Disruptor.

Panther CL

Littermate to the *Cheetah*, the *Panther* was designed to be fielded in large numbers, supporting each other with ESG fields while concentrating phaser and disruptor fire on enemy ships.

Tiger CA

As much of an improvement over the *Panther* as the *Leopard* was to the *Cheetah*, *Tigers* often served as flagships for smaller fleets. The first units were rushed into the same role, leading *Panther* squadrons on the Kzinti border. The *Tiger*, too, would eventually become more widespread, often operating in trios supported by *Panthers* and *Leopards*.

Ocelot DDS

The first effective ELINT unit the Lyrans would field, its sensors were limited by its small power supply. It was still a rude surprise for the Kzinti and Hydrans, serving as a major force multiplier in the conflicts along both borders.

Prairie Cat (Panther-S) CLS

EW and command units quickly became prime targets for long-range sniper fire. *Ocelot* scouts tended to succumb quickly to this kind of assault once enemy weapons technologies improved. A sector Count along the Hydran border had just purchased a new *Tiger* flagship, and his previous flag (a *Panther*) was in for refitting. He contracted out the construction of an improved sensor array and had it installed, removing some of the phasers and refusing the Assault Disruptors to make room for it. The result was a much more capable support unit than the *Ocelot*, resilient and powerful.

Alleycat DDH

Lyrans naval architects eventually came up against the natural limit of the catamaran design. Without access to the advanced materials and miniaturization that would eventually allow them to make additional improvements to the older hulls, they expanded the central portion of the hull instead, forming a trimaran shape. The slight loss in maneuverability was countered by an expanded impulse deck, producing a fast, heavily armed craft.

Jaguar CW

Intended as a cheaper alternative to the *Tiger*, the *Jaguar* was a trimaran conversion of the *Leopard*, following the same design as the *Alleycat*. More maneuverable than the *Tiger* and almost as heavily armed, its primary weakness was the lack of a second ESG.

Wildcat BC

Applying the same trimaran redesign to the larger *Panther* hull, the *Wildcat* was the largest ship the Lyrans produced in the 23rd century. It was a powerful combatant despite the odd mix of weaponry, but its sheer size and cost limited its deployment in anything other than a flagship role below the Ducal level.

Lion DN

The first units of this class (trimarans built off the *Tiger* frame) were completed in 2320, to serve as new flagships for the Ducal and Imperial fleets in the hope-for Triple Alliance campaign against the Kzinti. With the Federation and Klingons uninterested in such an offensive, the Lyrans returned to the usual border squabbling. One or two additional *Lions* would be constructed each year, but only the wealthiest of Counts can afford to field them, and none is known to have more than one.

Puma Transport

A standard transport for military supplies, ammunition, and spares, the *Puma* was constructed by the same team that designed the *Panther*, and can be built using many of the same components. While conversion between the two designs is not a simple matter,

Puma shipyards are easy enough to convert to producing *Panthers*, or even *Tigers* with a bit more effort, providing a useful backup in times of prolonged conflict.

Bobcat Fast Patrol Craft

Kzinti missiles were a known annoyance by the mid-23rd century. Attack shuttles armed with phasers and more missiles, however, were a brand-new nuisance, and distracted firepower from front-line squadrons. Masters of the over-large impulse engine, the Lyrans could not match the micro-drives needed for such small, maneuverable units, so they turned to a slightly larger, tougher, and better-armed vessel to hunt down and deal with fighters. The result was the *Bobcat*. Small, cheap to produce, maneuverable and well-armed for its size, it made an excellent fighter-hunter. Compromises had to be made to squeeze everything into such a small hull, and endurance ended up being the choice. *Bobcats* carry less than a week's consumables, and even that is provided only in case they are separated from their tender and need to limp back to friendly lines.

Lynx Heavy Patrol Craft

Like every other Lyrans catamaran design, the *Bobcat* would eventually undergo a trimaran redesign. The result was an even more effective escort gunboat, fast, nimble, and lethal. Its weakness was the same as its elder sibling: no endurance.

Tabbycat Patrol Tender

Designed specifically as a mothership for the *Bobcat* patrol boats, the *Tabby* is lightly armed and heavily stocked with fuel, air, and food, along with quarters and recreation space for the patrol crews. Capable of docking up to four patrol boats at once, it typically carries three crews for each boat, letting them switch off in shifts for prolonged actions and long patrols. [*Special Rules*: The *Tabbycat* provides a +1 initiative bonus to its patrol boats, as a command vessel. In addition, its squadron receives a +1 OEW bonus for every 3 OEW it spends to lock onto a target.]

Tomcat Patrol Tender

The *Tabby* was updated at the same time as the *Bobcat*, providing similar services to the patrol crews. The *Tom* was a considerable improvement, providing needed durability in combat with larger Kzinti and Hydran units. [*Special Rules*: Identical to the *Tabbycat* above.]

Manx Police Corvette

Designed for local customs duties, pirate suppression, and as the first “tripwire” line of defense for Lyrans colonies, the *Manx* were built in large numbers and deployed widely throughout the empire. Every colony system had at least one of these scrappy little ships assigned to it.

Abyssinian Police Frigate

As time passed, pirates and raiders improved technology along with everyone else, and larger, more capable police ships were needed to deal with them. The *Abyssinian* added a “stub trimaran” to the *Manx* hull, expanding its capabilities at minimal cost.

Siberian Tiger CV

Attempting to match Kzinti attack shuttle squadrons, the Lyrans refitted two *Tiger* cruisers to carry them for the initial trials. The effort turned out to be premature; the ‘fighters’ were a dismal failure, their weapons far too light to effectively attack enemy shipping. Federation Intelligence received preliminary reports on them and panicked, assuming that the Lyrans actually *had* managed to match Kzinti attack craft, and assigned them the grandiose reporting name of *Siberian Tiger*.

Pouncer Attack Shuttle

Mounting a pair of Light Phaser Beams, the *Pouncer* was the Lyrans’ first experiment with the attack craft that their Kzinti opponents were so enamored of. A Starfleet Intelligence operative would later laugh at the initial panic that ensued in his analysis office when these were tested – it would be more effective, he asserted, for the Lyran pilots to don spacesuits, jump out the airlocks of their ships, and fire hand phasers at the Kzinti shuttles.

Bengal Tiger Fast Cruiser

Some naval leaders found the loss of maneuverability that was common to the trimaran conversions to be slightly distasteful. Instead, they commissioned the *Bengal Tiger*. Brand-new *Tiger* cruisers were refitted with the most powerful impulse and warp engines the design team could cram into them. The result was a frighteningly quick vessel, capable of lightning-fast slashing attacks on enemy fleets. The huge engines were expensive and fuel-hungry, however, and they would never displace the trimarans from the Lyran fleets.

Lyran Cheetah Frigate



SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 11
In Service: 2231	Turn Delay: 1/2 Speed	Stb/Port Defense: 13
Point Value: 325	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 40	Pivot Cost: 2+2 Thrust	Extra Power: 4
Warp Delay: 12 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +11
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA	
Point Defense Phaser Class: Molecular Mode: Standard Damage: 1d10 Range Penalty: -2 per hex Fire Control: +2/+2/+2 Intercept Rating: -3 Rate of Fire: 1 per turn	◆
Deflector Shield Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.	◆
Medium Disruptor Class: Molecular Mode: Standard Damage: 1d10+10 Range Penalty: -1 per 2 hexes Fire Control: +4/+2/+2 Intercept Rating: -2 Rate of Fire: 1 per 2 turns	◆
Light Phaser Bank Class: Molecular Mode: Standard Damage: 1d10+4 Range Penalty: -1 per hex Fire Control: +3/+3/+3 Intercept Rating: -2 Rate of Fire: 1 per turn	◆

FORWARD HITS	
1-3:	Deflector Shield
4-5:	Point-Defense Phaser
6-7:	Light Phaser
9-10:	Disruptor
11-17:	Structure
18-20:	Primary Hit

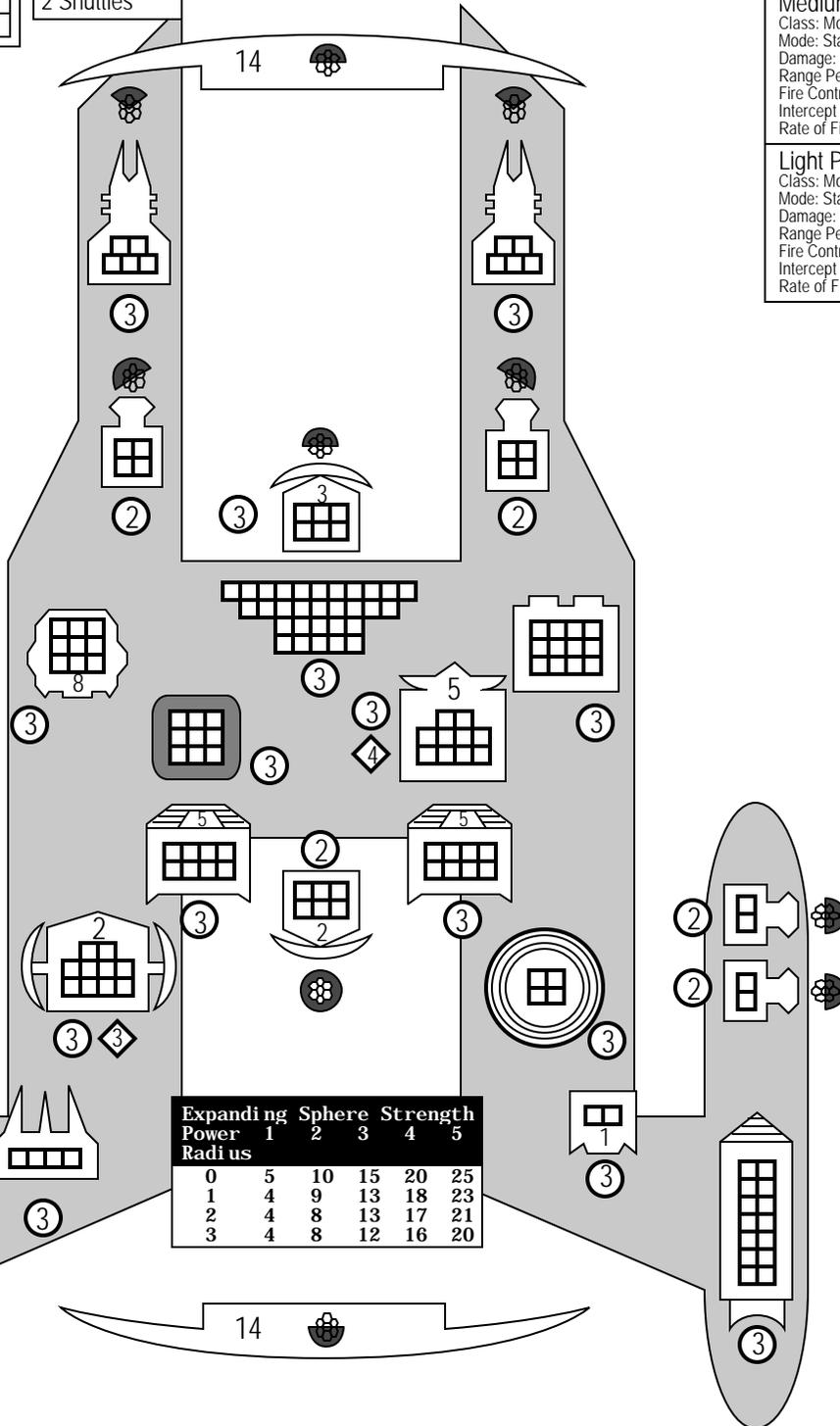
AFT HITS	
1-5:	Impulse Thruster
6-7:	Deflector Shield
8-10:	Point-Defense Phaser
11-16:	Structure
17-20:	PRIMARY HIT

PRIMARY HITS	
1-6:	Warp Engine
7-8:	Tractor Beam
9-10:	Shield Generator
11-13:	Sensors
14-15:	Hangar
16-17:	Engine
18-19:	Reactor
20:	C&C

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SPECIAL NOTES
Gravitic Drive System
Impulse Drive

HANGAR
0 Fighters
2 Shuttles



Expanding Sphere Strength					
Power	1	2	3	4	5
Radius	0	5	10	15	20
	1	4	9	13	18
	2	4	8	13	17
	3	4	8	12	16

ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Light Phaser
	Medium Disruptor
	Point Defense Phaser
	Expanding Sphere

Lyran Panther Light Cruiser



SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2232	Turn Delay: 2/3 Speed	Stb/Port Defense: 14
Point Value: 450	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 100	Pivot Cost: 2+2 Thrust	Extra Power: 6
Warp Delay: 8 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +6

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	2	3	4	5	5	6	7	7	8
Turn Delay	1	2	2	2	3	4	5	5	6	7	7	8

WEAPON DATA	
Intermediate Phaser Bank	Class: Molecular Mode: R (8), S Damage: 2d10+2 Range Penalty: -1 per 2 hexes Fire Control: +2/+2/+2 Intercept Rating: -2 Rate of Fire: 1 per 2 turns Special: Can fire for an accelerator ROF for less damage, as shown below: 1 per turn: 1d10+4
Medium Disruptor	Class: Molecular Mode: Standard Damage: 1d10+10 Range Penalty: -1 per 2 hexes Fire Control: +4/+2/+2 Intercept Rating: -2 Rate of Fire: 1 per 2 turns
Point Defense Phaser	Class: Molecular Mode: Standard Damage: 1d10 Range Penalty: -2 per hex Fire Control: +2/+2/+2 Intercept Rating: -3 Rate of Fire: 1 per turn
Deflector Shield	Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

PORT/STBD HITS	
1-4:	Intermediate Phaser
5-6:	Medium Disruptor
7-8:	Point-Defense Phaser
9-10:	Deflector Shield
11-12:	Expanding Sphere
13-17:	Structure
18-20:	Primary Hit

PRIMARY HITS	
1-6:	Primary Structure
7-9:	Impulse Thruster
10:	Tractor Beam
11:	Hangar
12-13:	Expanding Sphere
14-15:	Shield Generator
16:	Sensors
17-18:	Engine
19:	Reactor
20:	C & C

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SPECIAL NOTES

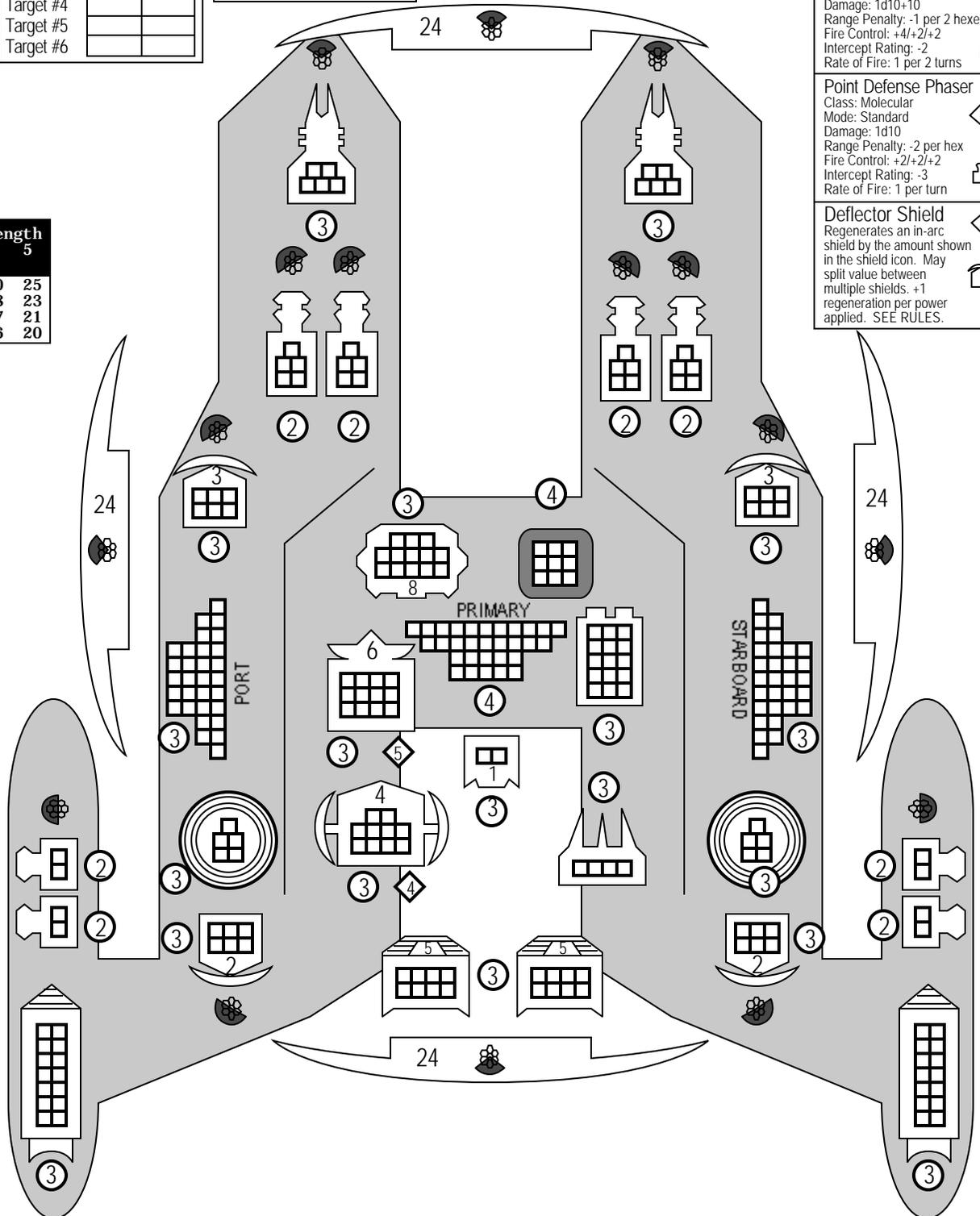
Gravitic Drive System
 Impulse Drive
 Special Hull Arrangement - No Fwd/Aft Hits

HANGAR

0 Fighters
 2 Shuttles

Expanding Sphere Strength					
Power	1	2	3	4	5
Radi us					
0	5	10	15	20	25
1	4	9	13	18	23
2	4	8	13	17	21
3	4	8	12	16	20

ICON RECOGNITION	
	Thrustor
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Medium Phaser
	Medium Disruptor
	Point Defense Phaser
	Expanding Sphere



Lyran Alleycat Heavy Destroyer



SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Cbt Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 13
In Service: 2272	Turn Delay: 2/3 Speed	Stb/Port Defense: 13
Point Value: 550	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 100	Pivot Cost: 2+2 Thrust	Extra Power: +6
Warp Delay: 6 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +8
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 2 3 4 5 5 6 7 7 8	
Turn Delay	1 2 2 2 3 4 5 5 6 7 7 8	

WEAPON DATA	
Intermediate Phaser Bank	Class: Molecular Mode: R (8) S Damage: 2d10+2 Range Penalty: -1 per 2 hexes Fire Control: +2/+2/+2 Intercept Rating: -2 Rate of Fire: 1 per 2 turns Special: Can fire for an accelerator ROF for less damage, as shown below: 1 per turn: 1d10+4
Point Defense Phaser	Class: Molecular Mode: Standard Damage: 1d10 Range Penalty: -2 per hex Fire Control: +2/+2/+2 Intercept Rating: -3 Rate of Fire: 1 per turn
Medium Disruptor	Class: Molecular Mode: Standard Damage: 1d10+10 Range Penalty: -1 per 2 hexes Fire Control: +4/+2/+2 Intercept Rating: -2 Rate of Fire: 1 per 2 turns
Light Phaser Bank	Class: Molecular Mode: Standard Damage: 1d10+4 Range Penalty: -1 per hex Fire Control: +3/+3/+3 Intercept Rating: -2 Rate of Fire: 1 per turn
Assault Disruptor	Class: Molecular Mode: Standard Damage: 2d10+8 Range Penalty: -1 per hex Fire Control: +5/+3/+0 Intercept Rating: -1 Rate of Fire: 1 per 3 turns
Deflector Shield	Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

PORT/STBD HITS	
1-2:	Medium Disruptor
3-4:	Intermediate Phaser
5:	Light Phaser
6-7:	Point-Defense Phaser
8-9:	Deflector Shield
10-11:	Warp Engine
12-17:	Structure
18-20:	PRIMARY Hit

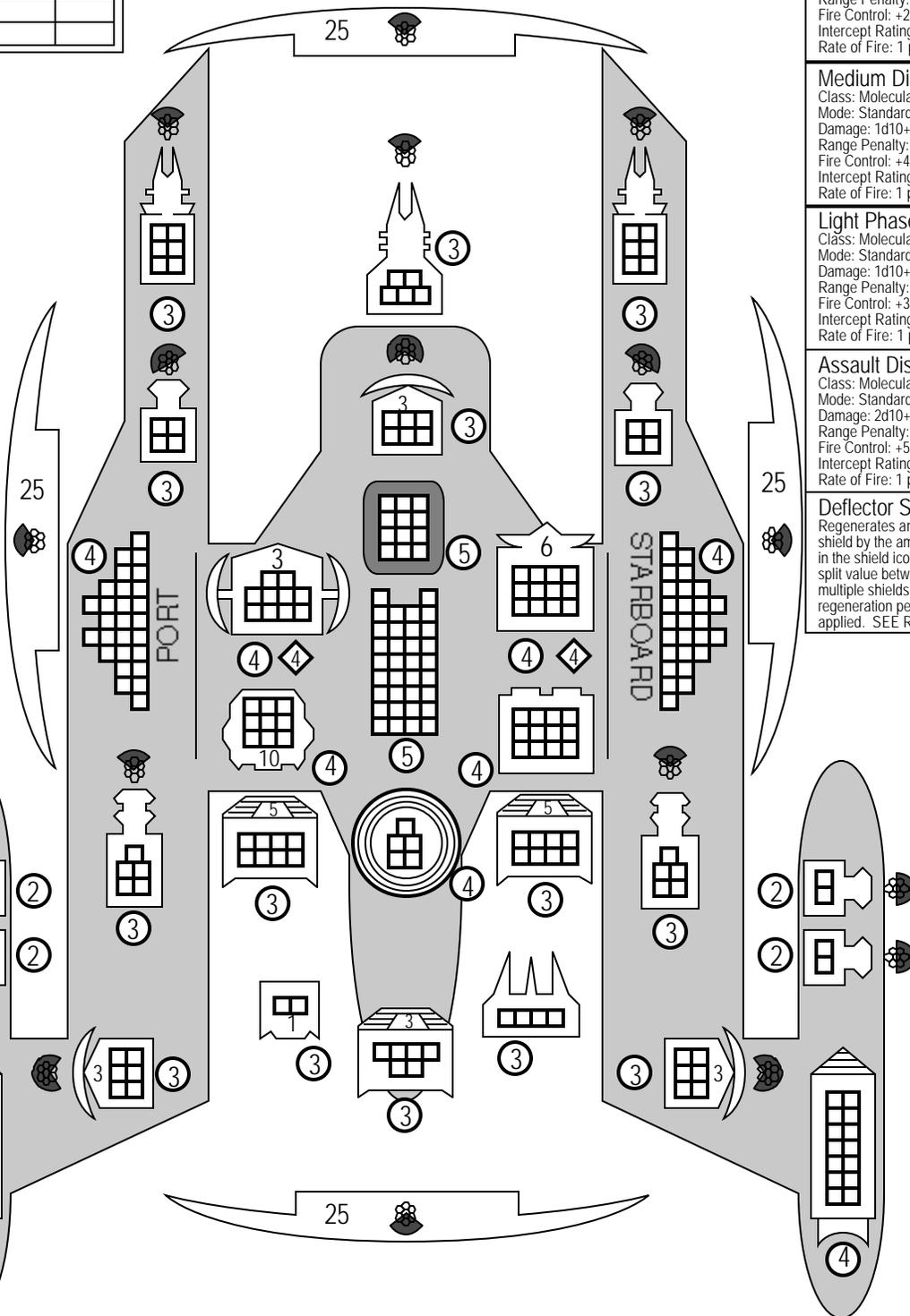
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SPECIAL NOTES	
Gravitic Drive System	
Impulse Drive	

HANGAR	
0 Fighters	
2 Shuttles	

PRIMARY HITS	
1-6:	Structure
7:	Medium Disruptor
8:	Expanding Sphere
9:	Tractor Beam
10-11:	Shield Generator
12-13:	Impulse Thruster
14-15:	Sensors
16:	Hangar
17-18:	Engine
19:	Reactor
20:	C&C

Expanding Sphere Power	1	2	3	4	5
0	5	10	15	20	25
1	4	9	13	18	23
2	4	8	13	17	21
3	4	8	12	16	20



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Light Phaser
	Medium Disruptor
	Point Defense Phaser
	Intermediate Phaser
	Expanding Sphere

Lyran Wildcat BattleCruiser



SPECS

Class: Capital Ship
 In Service: 2294
 Point Value: 900
 Ramming Factor: 230
 Warp Delay: 8 Turns

MANEUVERING

Turn Cost: 3/4 x Speed
 Turn Delay: 3/4 x Speed
 Accel/Decel Cost: 3 Thrust
 Pivot Cost: 3 + 3Thrust
 Roll Cost: 3 + 3Thrust

COMBAT STATS

Fwd/Aft Defense: 17
 Stb/Port Defense: 17
 Engine Efficiency: 2/1
 Extra Power: 8
 Initiative Bonus: 0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	2	3	4	5	5	6	7	7	8
Turn Delay	1	2	2	2	3	4	5	5	6	7	7	8

FORWARD HITS

- 1-2: Deflector Shield
- 4-5: Medium Disruptor
- 6-7: Intermediate Phaser
- 8-9: Medium Phaser
- 10: Assault Disruptor
- 11-17: Forward Structure
- 18-20: PRIMARY Hit

SIDE HITS

- 1-2: Medium Phaser
- 3-5: Light Phaser
- 6-7: Deflector Shield
- 8-9: Expanding Sphere
- 10: Assault Disruptor
- 11-17: Port/Stb Structure
- 18-20: PRIMARY Hit

AFT HITS

- 1-3: Main Thrust
- 4-5: Deflector Shield
- 6-7: Intermediate Phaser
- 8-9: Assault Disruptor
- 10-12: Warp Engine
- 13-17: Aft Structure
- 18-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Primary Structure
- 9-10: Shield Generator
- 11: Tractor Beam
- 12-13: Sensors
- 14-15: Hangar
- 16-17: Engine
- 18-19: Reactor
- 20: C&C

SENSOR DATA

Defensive EW

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

SPECIAL NOTES

Gravitic Drive System
 Impulse Drive

HANGAR

0 Fighters
 2 Shuttles

WEAPON DATA

Medium Phaser Bank

Class: Molecular
 Mode: R, S
 Damage: 3d10+5
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+3/+2
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns
 Special: Can fire for an accelerator ROF for less damage, as shown below:
 1 per turn: 1d10+4

Intermediate Phaser Bank

Class: Molecular
 Mode: R (8), S
 Damage: 2d10+2
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+2/+2
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns
 Special: Can fire for an accelerator ROF for less damage, as shown below:
 1 per turn: 1d10+4

Medium Disruptor

Class: Molecular
 Mode: Standard
 Damage: 1d10+10
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+2/+2
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns

Assault Disruptor

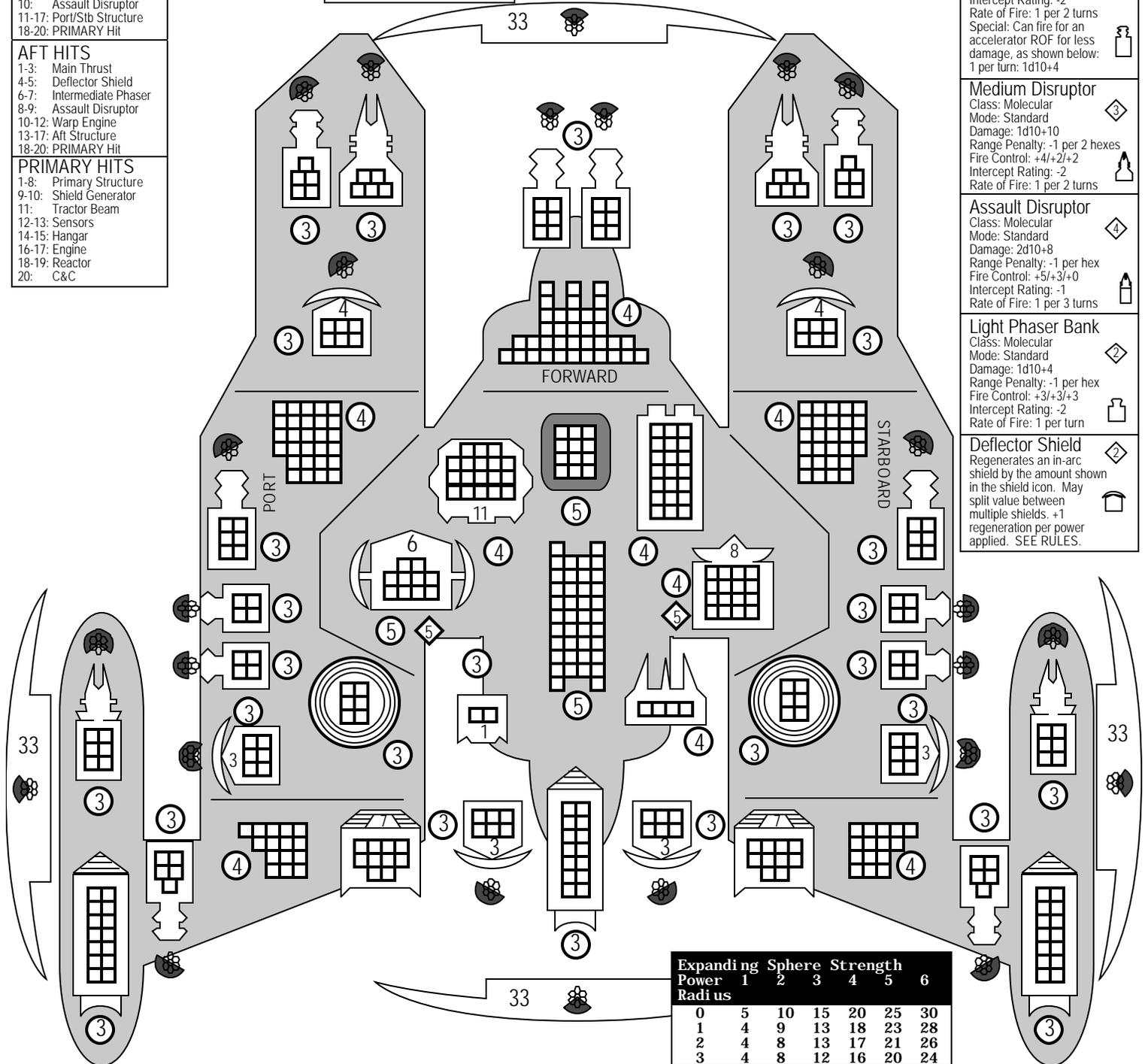
Class: Molecular
 Mode: Standard
 Damage: 2d10+8
 Range Penalty: -1 per hex
 Fire Control: +5/+3/+0
 Intercept Rating: -1
 Rate of Fire: 1 per 3 turns

Light Phaser Bank

Class: Molecular
 Mode: Standard
 Damage: 1d10+4
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn

Deflector Shield

Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.



Expanding Sphere Power	Strength Radius					
	1	2	3	4	5	6
0	5	10	15	20	25	30
1	4	9	13	18	23	28
2	4	8	13	17	21	26
3	4	8	12	16	20	24