

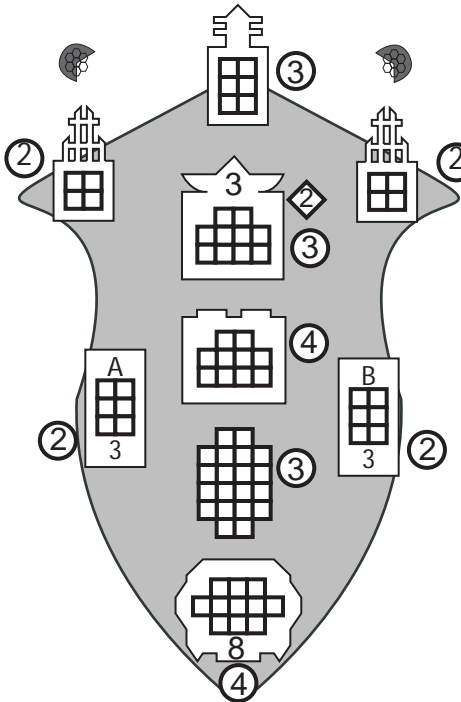
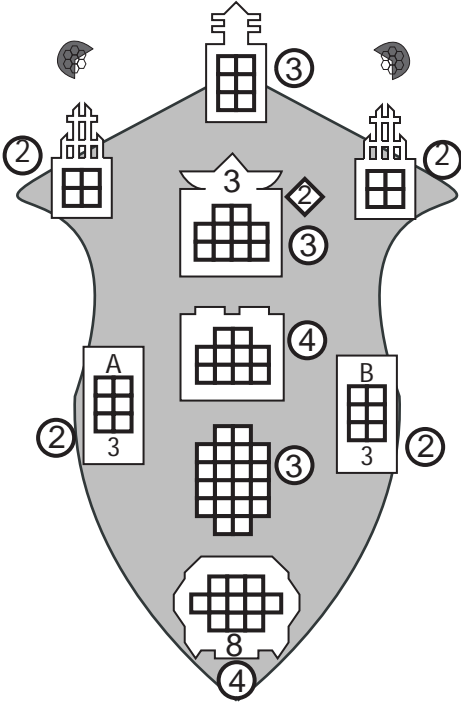
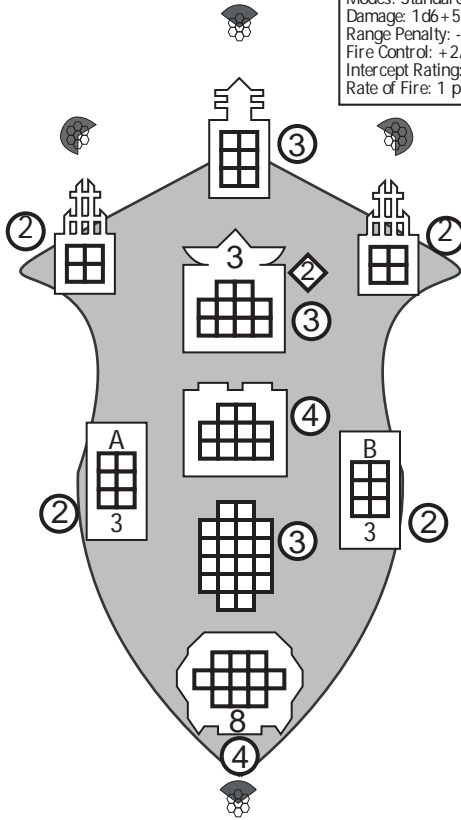
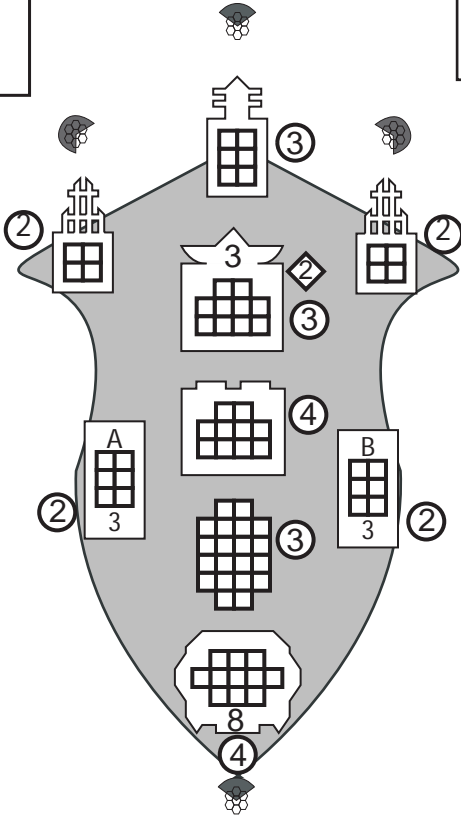
# Spice Smuggler Lighters (4)

SPECS	MANEUVERING	COMBAT STATS
Class: Lt. Combat Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 8
In Service: 9620	Turn Delay: 1/4 Speed	Stb/Port Defense: 10
Point Value: 160 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	
<b>Medium Lasgun</b>	
Class: Laser	◆
Modes: R, S	
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	
<b>Vulcan Railgun</b>	
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	

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		