



Circasian Xandar Lancer Frigate

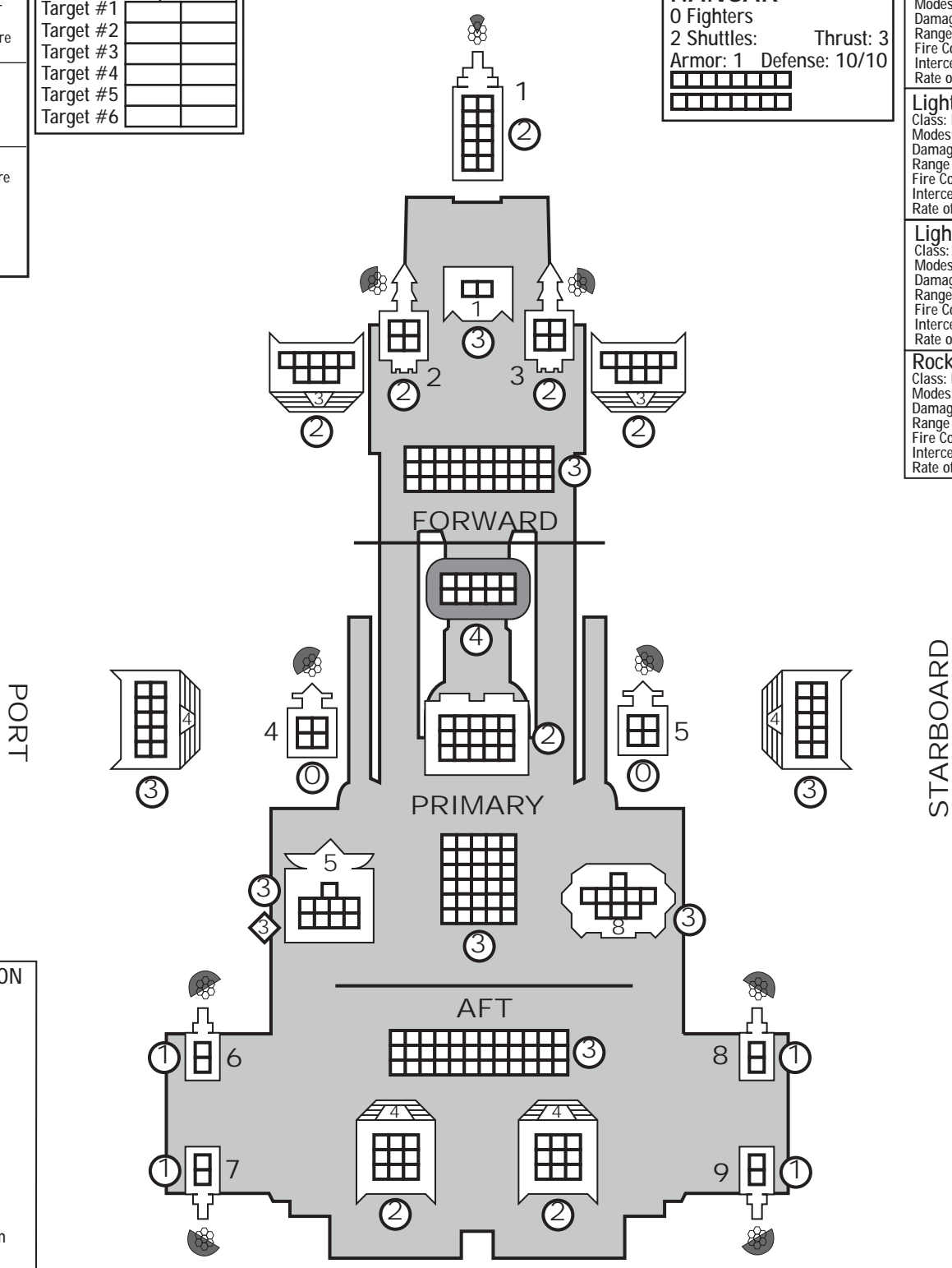
SPECS Class: Hvy Combat Vsl In Service: 1952 Point Value: 375 Ramming Factor: 100 Jump Delay: N/A	MANEUVERING Turn Cost: 1/2 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 3+3 Thrust	COMBAT STATS Fwd/Aft Defense: 13 Stb/Port Defense: 15 Engine Efficiency: 2/1 Extra Power: 0 Initiative Bonus: +6
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
Particle Lance Class: Particle Modes: Raking Damage: 3d10+16 Range Penalty: -1 per 2 hexes Fire Control: +4/+2/+0 Intercept Rating: -2 Rate of Fire: 1 per 2 turns Can fire as two light particle cannons at the same target.
Light Particle Cannon Class: Particle Modes: Raking Damage: 2d10+8 Range Penalty: -1 per hex Fire Control: +4/+2/+0 Intercept Rating: -2 Rate of Fire: 1 per 2 turns
Light Laser Cannon Class: Laser Modes: Raking Damage: 2d10+7 Range Penalty: -1 per hex Fire Control: +2/+1/-2 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
Light Particle Beam Class: Particle Modes: Standard Damage: 1d10+4 Range Penalty: -2 per hex Fire Control: +3/+3/+3 Intercept Rating: -2 Rate of Fire: 1 per turn
Rocket Launcher Class: Ballistic Modes: Standard Damage: 2d6+2 Range Penalty: n/a (max 15) Fire Control: +1/+1/+1 Intercept Rating: n/a Rate of Fire: 1 per turn

FORWARD HITS 1-3: Retro Thrust 4-7: Particle Lance 8-9: Rocket Launcher 10-11: Hangar 12-18: Forward Structure 19-20: PRIMARY Hit
AFT HITS 1-6: Main Thrust 7-10: Lt Particle Beam 11-18: Aft Structure 19-20: PRIMARY Hit
PRIMARY HITS 1-8: Primary Structure 9-11: Port/Stb Thrust 12-13: Port/Stb Laser 14-15: Sensors 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	

HANGAR
0 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 10/10



	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Particle Lance
	Lt Particle Beam
	Light Laser
	Rocket Launcher