

Lyran Tabby-Cat PF Tender



SPECS		MANEUVERING						COMBAT STATS					
Class: Hvy Combat Vsl		Turn Cost: 2/3 Speed						Fwd/Aft Defense: 14					
In Service: 2239		Turn Delay: 2/3 Speed						Stb/Port Defense: 14					
Point Value: 450		Accel/Decel Cost: 3 Thrust						Engine Efficiency: 3/1					
Ramming Factor: 70		Pivot Cost: 2+2 Thrust						Extra Power: 0					
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

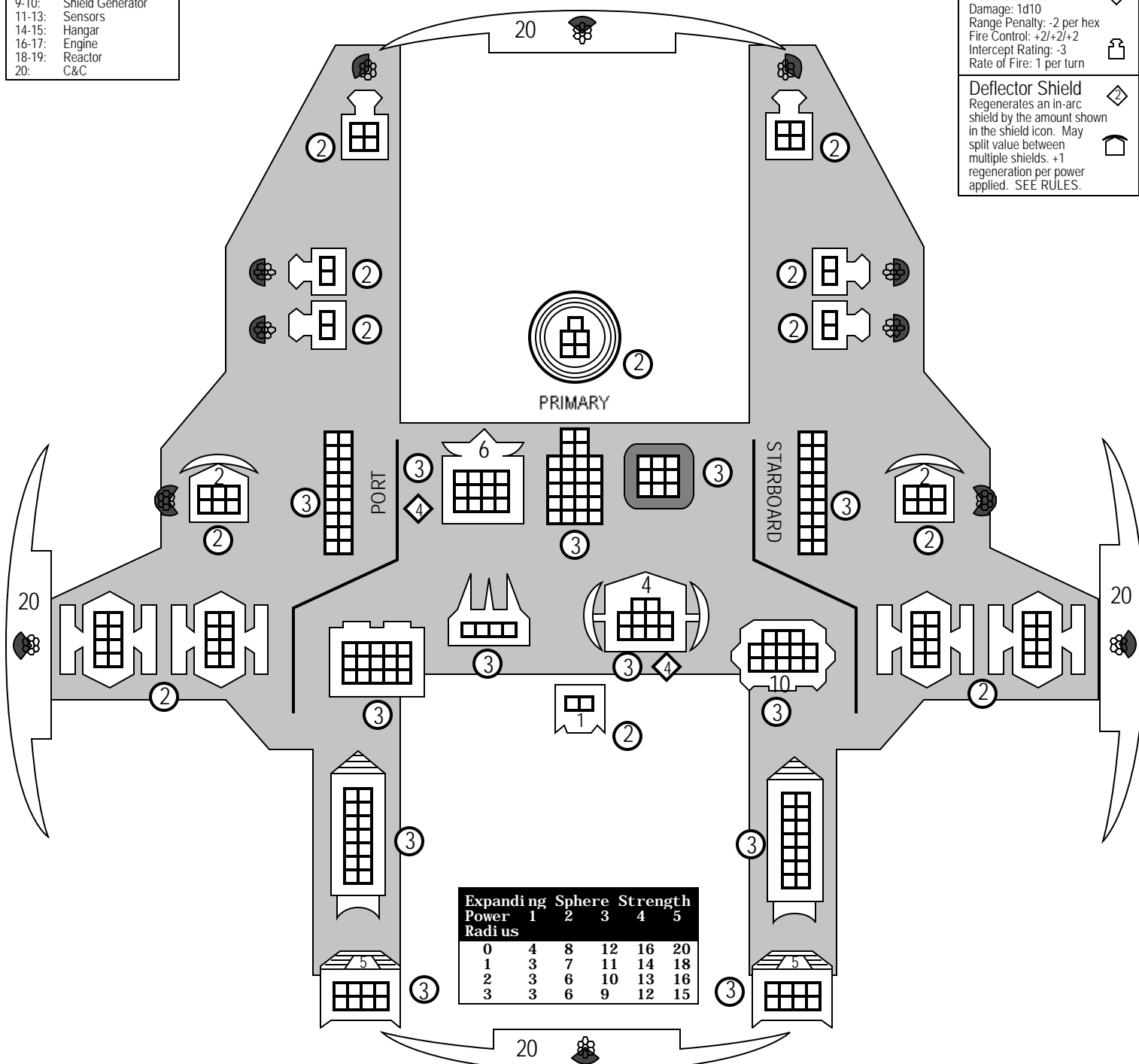
WEAPON DATA	
Light Phaser Bank	2
Class: Molecular	
Mode: Standard	
Damage: 1d10+4	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
Medium Disruptor	3
Class: Molecular	
Mode: Standard	
Damage: 1d10+10	
Range Penalty: -1 per 2 hexes	
Fire Control: +4/+2/+2	
Intercept Rating: -2	
Rate of Fire: 1 per 2 turns	
Point Defense Phaser	1
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	2
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:	Light Phaser
3-5:	Point-Defense Phaser
6-9:	LCV Rail
10-11:	Deflector Shield
12-17:	Structure
18-20:	Primary Hit
PRIMARY HITS	
1-4:	Warp Engine
5-6:	Expanding Sphere
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	
Special Hull Arrangement -	
No Fwd/Aft Hits	

HANGAR	
0 Fighters	
2 Shuttles	



Expanding Sphere Strength	1	2	3	4	5
Power Radius					
0	4	8	12	16	20
1	3	7	11	14	18
2	3	6	10	13	16
3	3	6	9	12	15