

# Lyran Cheetah-3 Frigate



## SPECS

Class: Medium Ship  
In Service: 2279  
Point Value: 325  
Ramming Factor: 42  
Warp Delay: 10 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 11  
Stb/Port Defense: 13  
Engine Efficiency: 3/1  
Extra Power: 0  
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

**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.

**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

**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

## 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

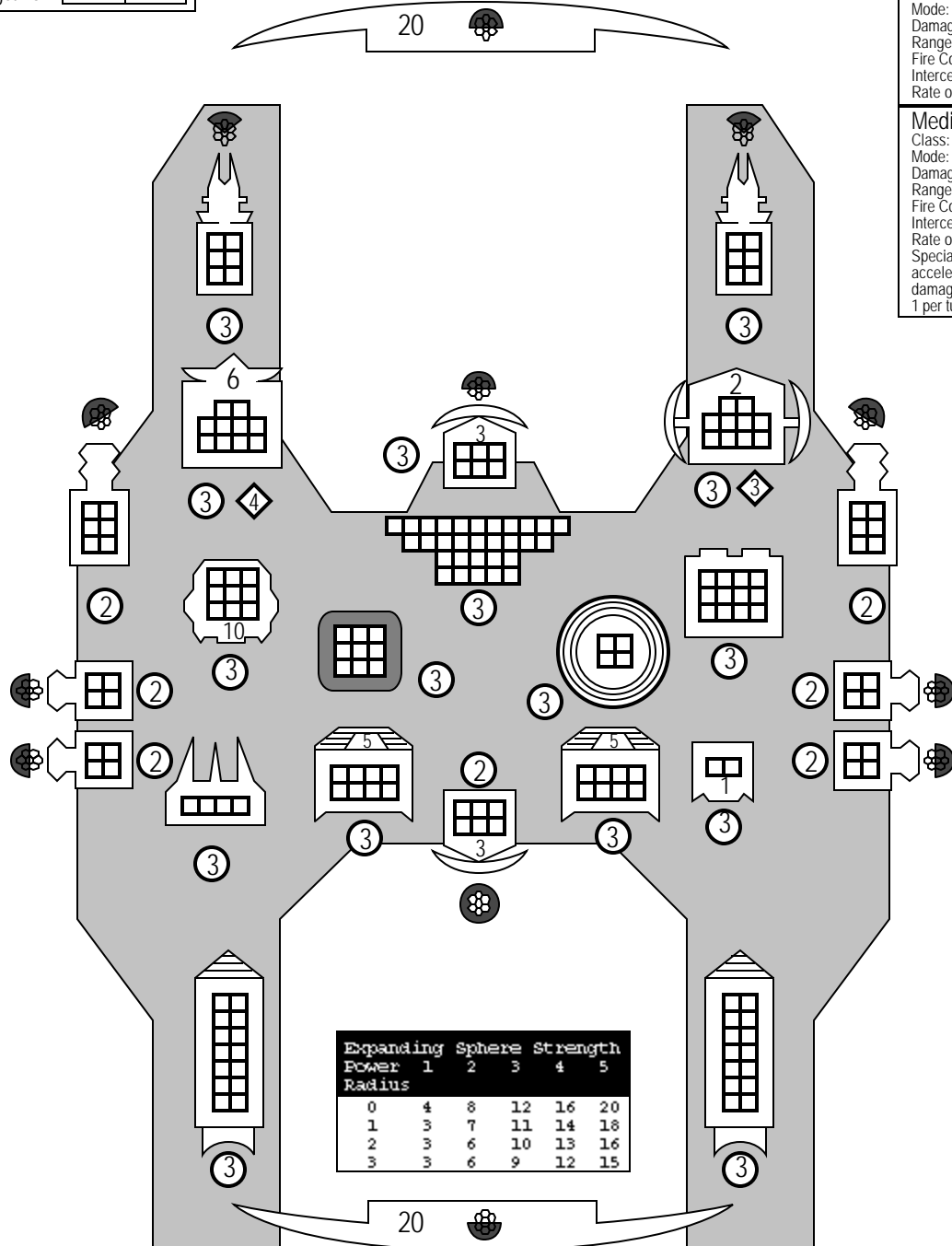
Target #6

## SPECIAL NOTES

Gravitic Drive System  
Impulse Drive

## HANGAR

0 Fighters  
2 Shuttles



## ICON RECOGNITION

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

Expanding Sphere Strength					
Power	1	2	3	4	5
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