

# Lyran Manx Police Corvette (3)

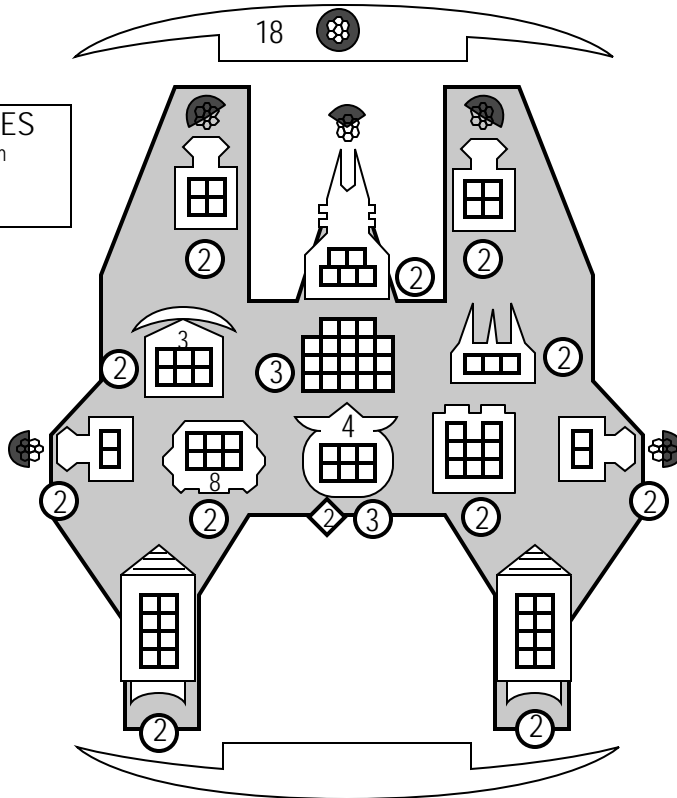
| SPECS                | MANEUVERING                |   |   |   |   |   | COMBAT STATS           |   |   |    |    |    |
|----------------------|----------------------------|---|---|---|---|---|------------------------|---|---|----|----|----|
| Class: LCV           | Turn Cost: 1/4 Speed       |   |   |   |   |   | Fwd/Aft Defense: 10    |   |   |    |    |    |
| In Service: 2224     | Turn Delay: 1/4 Speed      |   |   |   |   |   | Stb/Port Defense: 11   |   |   |    |    |    |
| Point Value: 265     | Accel/Decel Cost: 2 Thrust |   |   |   |   |   | Engine Efficiency: 2/1 |   |   |    |    |    |
| Ramming Factor: 20   | Pivot Cost: 2 Thrust       |   |   |   |   |   | Extra Power: 0         |   |   |    |    |    |
| Warp Delay: 12 Turns | Roll Cost: 2 Thrust        |   |   |   |   |   | Initiative Bonus: +14  |   |   |    |    |    |
| 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 | <div>Class: Molecular</div> <div>Mode: Standard</div> <div>Damage: 1d10</div> <div>Range Penalty: -2 per hex</div> <div>Fire Control: +2/+2/+2</div> <div>Intercept Rating: -3</div> <div>Rate of Fire: 1 per turn</div>           |
| Deflector Shield     | <div>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.</div>  |
| Medium Disruptor     | <div>Class: Molecular</div> <div>Mode: Standard</div> <div>Damage: 1d10+10</div> <div>Range Penalty: -1 per 2 hexes</div> <div>Fire Control: +4/+2/+2</div> <div>Intercept Rating: -2</div> <div>Rate of Fire: 1 per 2 turns</div> |
| Light Phaser Bank    | <div>Class: Molecular</div> <div>Mode: Standard</div> <div>Damage: 1d10+4</div> <div>Range Penalty: -1 per hex</div> <div>Fire Control: +3/+3/+3</div> <div>Intercept Rating: -2</div> <div>Rate of Fire: 1 per turn</div>         |

| HIT LOCATIONS |                      |
|---------------|----------------------|
| 1-6:          | Structure            |
| 7-8:          | Warp Engine          |
| 9-10:         | Light Phaser         |
| 11-12:        | Point Defense Phaser |
| 13-14:        | Medium Disruptor     |
| 15:           | Tractor Beam         |
| 16:           | Reactor              |
| 17-18:        | Drive                |
| 19:           | Deflector Shield     |
| 20:           | Control              |

| SPECIAL NOTES         |  |
|-----------------------|--|
| Gravitic Drive System |  |
| Impulse Drive         |  |
| Agile Ship            |  |



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

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

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

| ICON RECOGNITION |                      |
|------------------|----------------------|
|                  | Thruster             |
|                  | C & C                |
|                  | Control              |
|                  | Engine               |
|                  | Reactor              |
|                  | Deflector Shield     |
|                  | Warp Engine          |
|                  | Light Phaser         |
|                  | Medium Disruptor     |
|                  | Point Defense Phaser |

