

Lyran Bobcat Fast Patrol Craft



HIT LOCATIONS

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

SPECS

Class: Medium Ship
In Service: 2239
Point Value: 200
Ramming Factor: 20
Warp Delay: 12 Turns

MANEUVERING

Turn Cost: 1/4 Speed
Turn Delay: 1/4 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 8
Stb/Port Defense: 9
Engine Efficiency: 1/1
Extra Power: 0
Initiative Bonus: +16

| 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 |

SPECIAL NOTES

Agile Ship
Atmospheric Capable
Gravitic Drive System
Impulse Drive

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 | |
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SENSOR DATA

Defensive EW

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SENSOR DATA

Defensive EW

| | |
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| Target #1 | |
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| Target #3 | |
| Target #4 | |
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| Target #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

Light Disruptor

Class: Molecular
Mode: Standard
Damage: 1d6+6
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Point Defense Phaser

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

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.

