

Lyran Cheetah-2 Frigate



SPECS

Class: Medium Ship
In Service: 2249
Point Value: 325
Ramming Factor: 40
Warp Delay: 12 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

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.

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

Intermediate Phaser Bank
Class: Molecular
Mode: R (8), S
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/+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

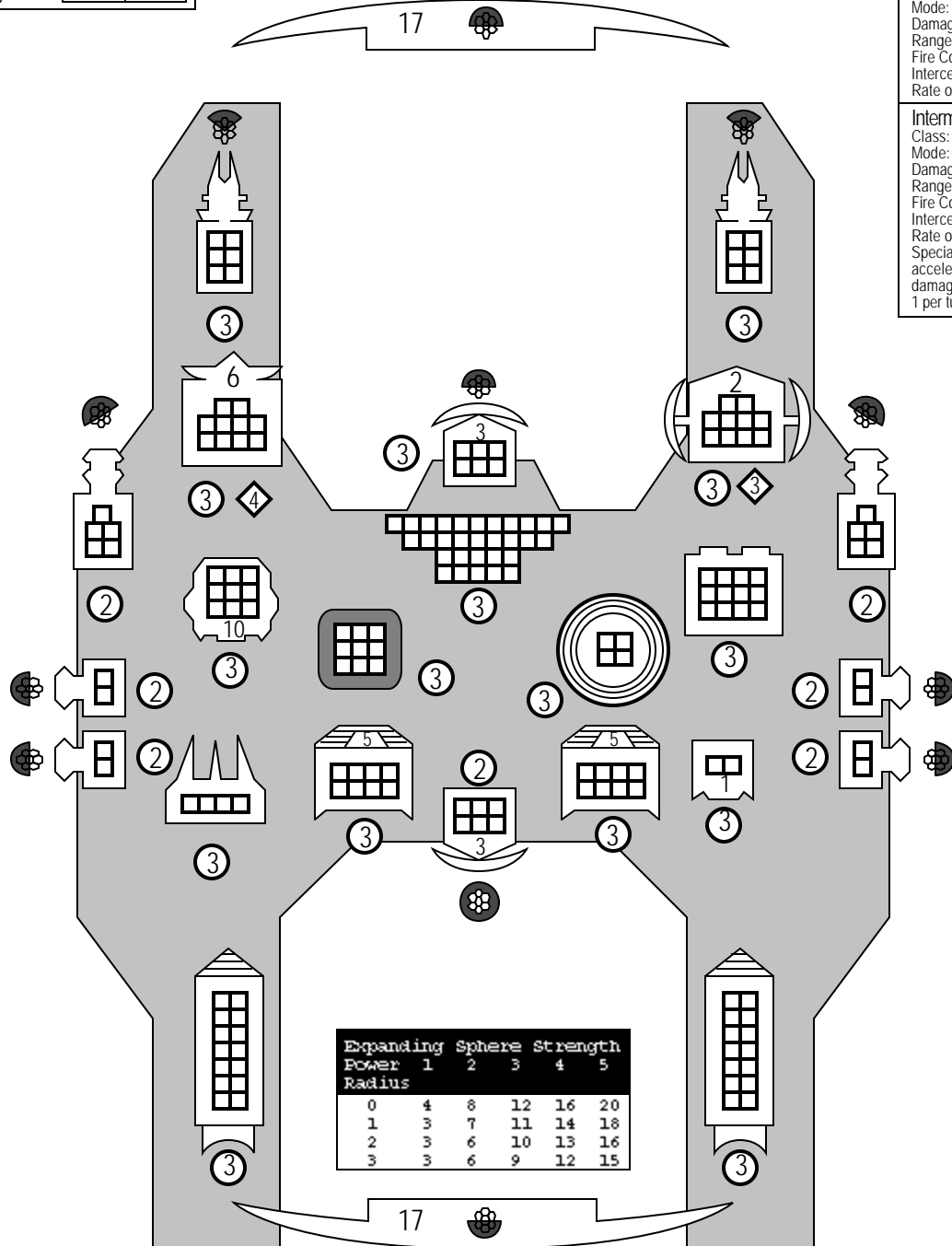
SPECIAL NOTES

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