

Lyran Wildcat BattleCruiser



SPECS

Class: Capital Ship
In Service: 2294
Point Value: 900
Ramming Factor: 230
Warp Delay: 8 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3 + 3Thrust
Roll Cost: 3 + 3Thrust

COMBAT STATS

Fwd/Aft Defense: 17
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: 0

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

FORWARD HITS

1-2: Deflector Shield
4-5: Medium Disruptor
6-7: Intermediate Phaser
8-9: Medium Phaser
10: Assault Disruptor
11-17: Forward Structure
18-20: PRIMARY Hit

SIDE HITS

1-2: Medium Phaser
3-5: Light Phaser
6-7: Deflector Shield
8-9: Expanding Sphere
10: Assault Disruptor
11-17: Port/Stb Structure
18-20: PRIMARY Hit

AFT HITS

1-3: Main Thrust
4-5: Deflector Shield
6-7: Intermediate Phaser
8-9: Assault Disruptor
10-12: Warp Engine
13-17: Aft Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-10: Shield Generator
11: Tractor Beam
12-13: 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

WEAPON DATA

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

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

Medium Disruptor

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

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

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.

Expanding Sphere Strength	Power	1	2	3	4	5	6
Radius	0	4	8	12	16	20	24
1	3	7	11	14	18	22	
2	3	6	10	13	16	20	

