

Lyran Alleycat Heavy Destroyer



SPECS

Class: Hvy Cbt Vsl
In Service: 2272
Point Value: 550
Ramming Factor: 100
Warp Delay: 6 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 13
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +8

| 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 |

WEAPON DATA

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

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

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

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

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

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 |
|---------------------------|-------|---|----|----|----|----|
| Radi us | 0 | 4 | 8 | 12 | 16 | 20 |
| 1 | 3 | 7 | 11 | 14 | 18 | |
| 2 | 3 | 6 | 10 | 13 | 16 | |
| 3 | 3 | 6 | 9 | 12 | 15 | |

PORT/STBD HITS

1-2: Medium Disruptor
3-4: Intermediate Phaser
5: Light Phaser
6-7: Point-Deense Phaser
8-9: Deflector Shield
10-11: Warp Engine
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-6: Structure
7: Medium Disruptor
8: Expanding Sphere
9: Tractor Beam
10-11: Shield Generator
12-13: Impulse Thruster
14-15: Sensors
16: Hangar
17-18: Engine
19: Reactor
20: C&C

SENSOR DATA

Defensive EW

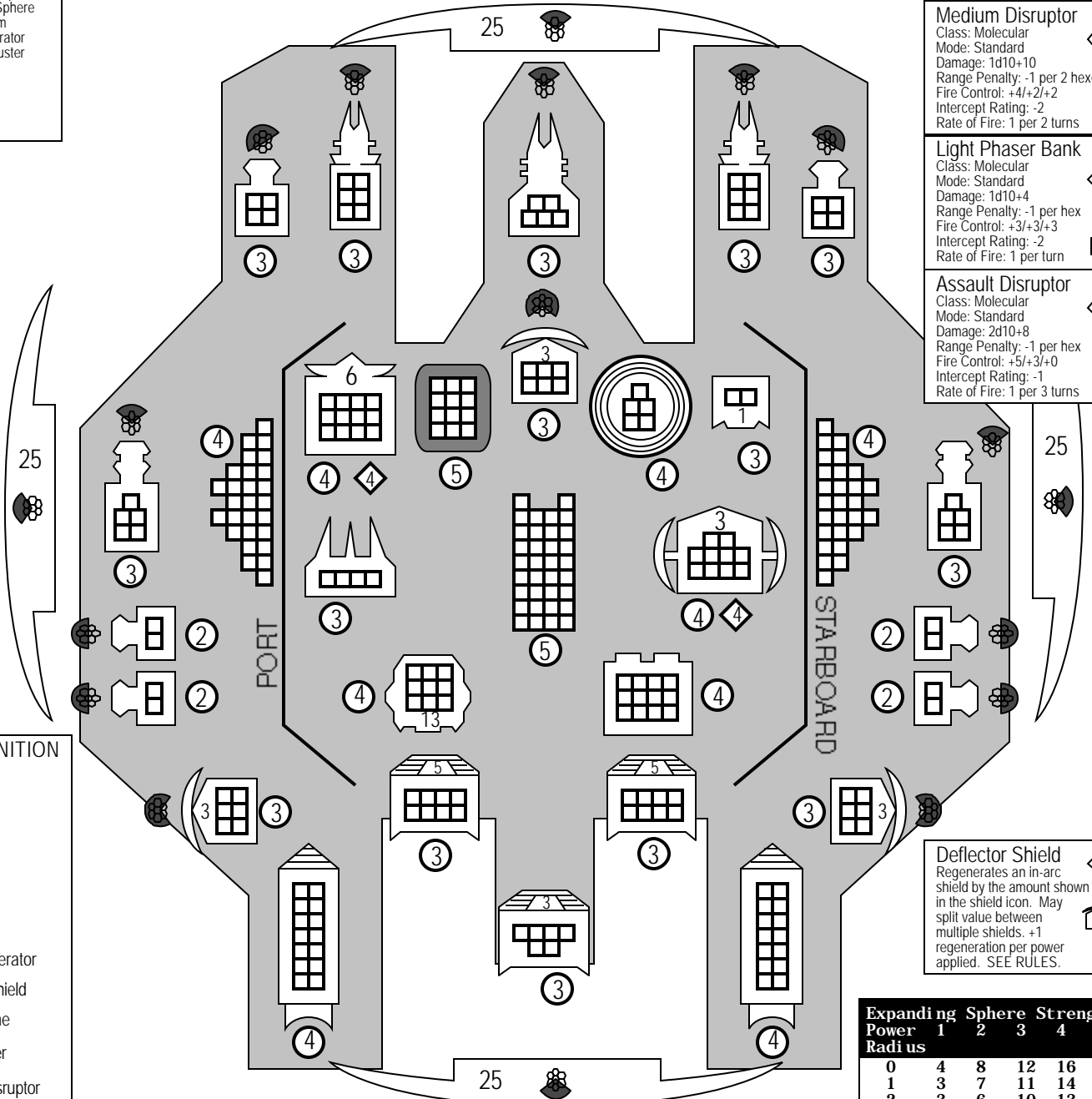
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

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
- Intermediate Phaser
- Expanding Sphere