

# Lyran Jaguar Light Cruiser



## SPECS

Class: Hvy Cbt Vsl  
In Service: 2275  
Point Value: 580  
Ramming Factor: 130  
Warp Delay: 6 Turns

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 3 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

## PORT/STBD HITS

1-2: Medium Disruptor  
3-4: Intermediate Phaser  
5-6: Light Phaser  
7-8: Point-Deense Phaser  
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

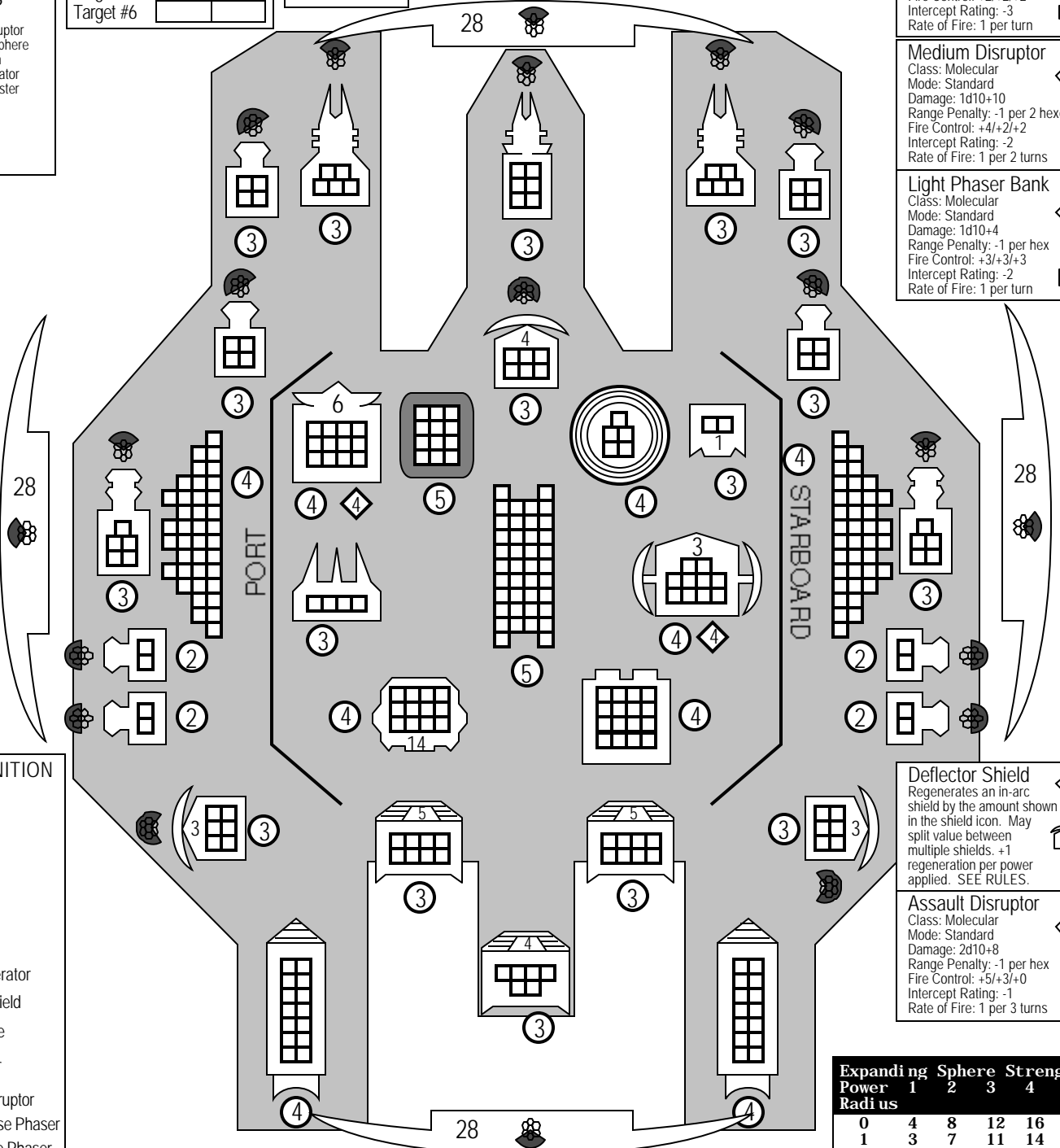
Target #1  
Target #2  
Target #3  
Target #4  
Target #5  
Target #6

## SPECIAL NOTES

Gravitic Drive System  
Impulse Drive

## HANGAR

0 Fighters  
2 Shuttles



## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Light Phaser
- Medium Disruptor
- Point Defense Phaser
- Intermediate Phaser
- Expanding Sphere

**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

| Expanding Sphere Strength | Power | 1 | 2  | 3  | 4  | 5 |
|---------------------------|-------|---|----|----|----|---|
| 0                         | 4     | 8 | 12 | 16 | 20 |   |
| 1                         | 3     | 7 | 11 | 14 | 18 |   |
| 2                         | 3     | 6 | 10 | 13 | 16 |   |
| 3                         | 3     | 6 | 9  | 12 | 15 |   |