

Lyran Panther Light Cruiser



SPECS

Class: Hvy Combat Vsl
In Service: 2232
Point Value: 450
Ramming Factor: 100
Warp Delay: 8 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: 14
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +6

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

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

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.

PORT/STBD HITS

1-4: Medium Phaser
5-6: Medium Disruptor
7-8: Point-Defense Phaser
9-10: Deflector Shield
11-12: Expanding Sphere
13-17: Structure
18-20: Primary Hit

PRIMARY HITS

1-4: Warp Engine
5-6: Expanding Sphere
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

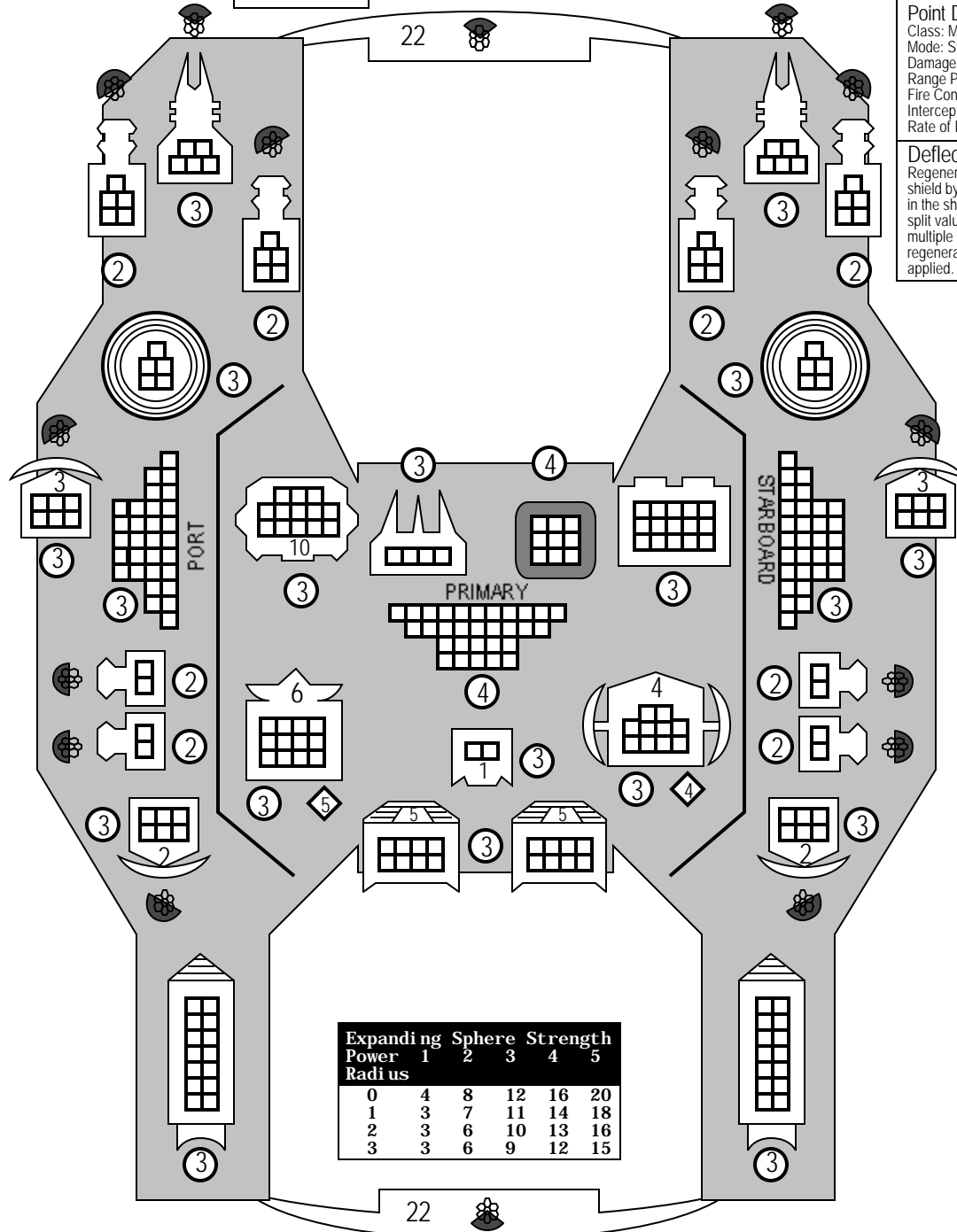
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

SPECIAL NOTES

Gravitic Drive System
Impulse Drive
Special Hull Arrangement -
No Fwd/Aft Hits

HANGAR

0 Fighters
2 Shuttles



ICON RECOGNITION

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

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