

# Lyran Panther-3 Light Cruiser



## SPECS

Class: Hvy Combat Vsl  
In Service: 2280  
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

## PORT/STBD HITS

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

## WEAPON DATA

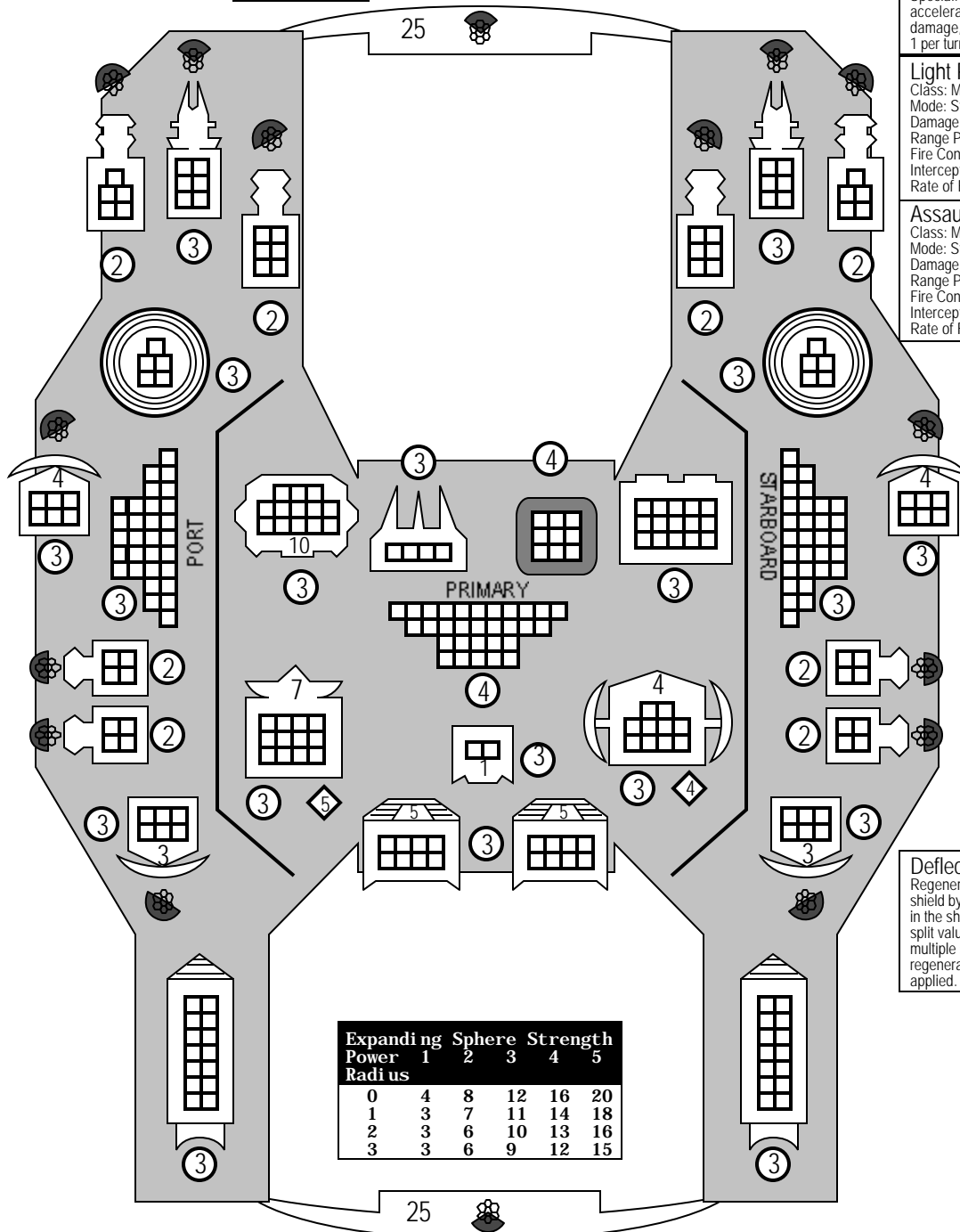
**Intermediate Phaser Bank**  
Class: Molecular  
Mode: R (8), S  
Damage: 2d10+2  
Range Penalty: -1 per 2 hexes  
Fire Control: +2/+2/+2  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns  
Special: Can fire for an accelerator ROF for less damage, as shown below:  
1 per turn: 1d10+4

**Medium 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

**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
0	4	8	12	16	20	
1	3	7	11	14	18	
2	3	6	10	13	16	
3	3	6	9	12	15	

## ICON RECOGNITION

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