

# Lyran Alleycat-2 Heavy Destroyer



## SPECS

Class: Hvy Cbt Vsl  
In Service: 2284  
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

### 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

### 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

## PORT/STBD HITS

1-2: Assault Disruptor  
3-4: Medium Phaser  
5: Light Phaser  
6-7: Point-Defense 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

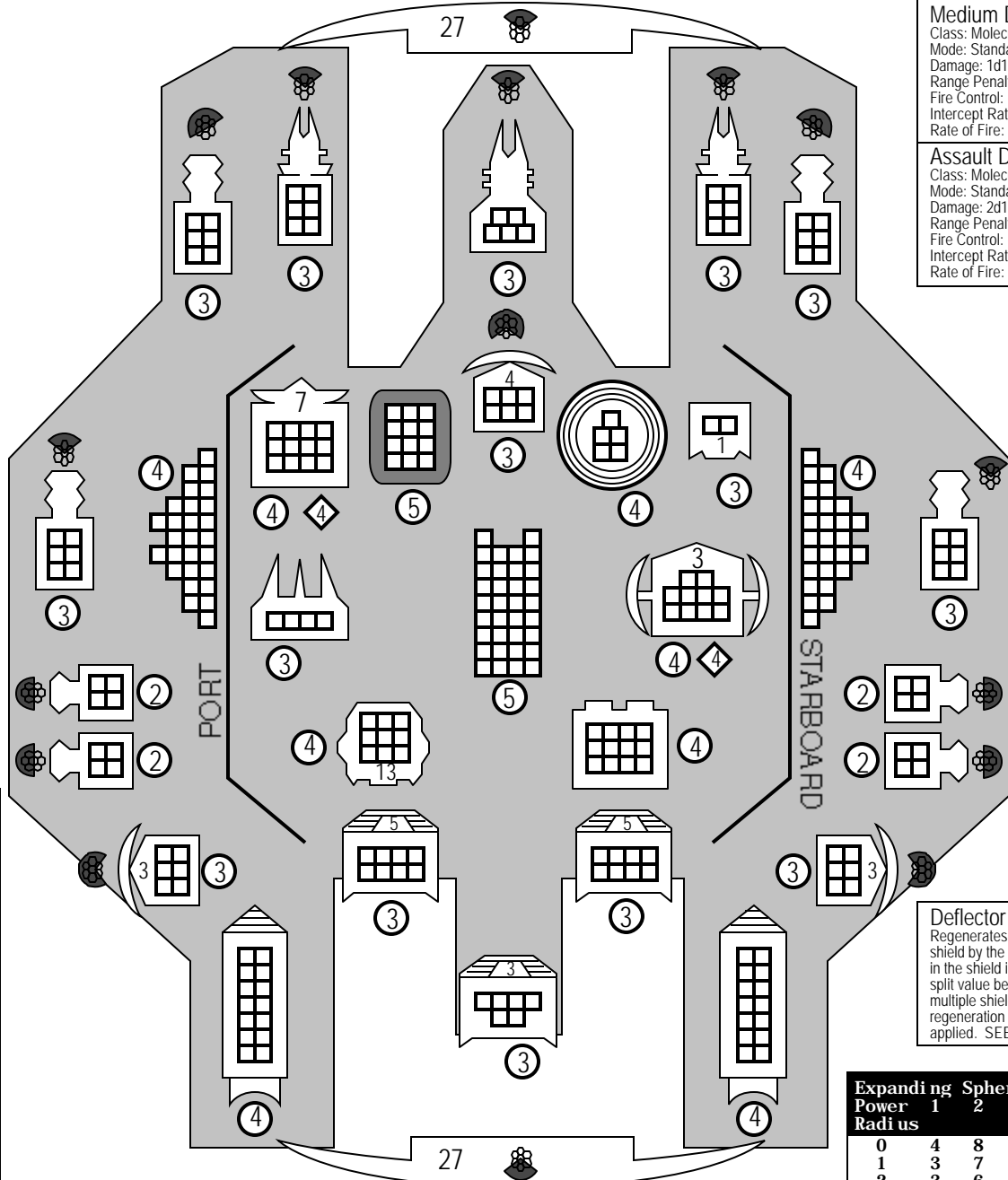
Target #6

## SPECIAL NOTES

Gravitic Drive System  
Impulse Drive

## HANGAR

0 Fighters  
2 Shuttles



## ICON RECOGNITION

- 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.

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