



## IA Liandra Refit Patrol Corvette

### SPECS

Class: Medium Ship  
In Service: 2265  
Point Value: 700  
Ramming Factor: 80  
Jump Delay: 24 Turns

### MANEUVERING

Turn Cost: 1/3 Speed  
Turn Delay: 1/3 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 1 Thrust  
Roll Cost: 1 Thrust

### COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 13  
Engine Efficiency: 2/1  
Power Shortage: +4  
Initiative Bonus: +14

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4



### WEAPON DATA

#### Molecular Pulsar

Class: Molecular  
Mode: Pulse  
Damage: 10 1d5 Times  
Maximum Pulses: 7  
Grouping Range: +1 per 3  
Range Penalty: -1 per hex  
Fire Control: +4/+3/+2  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns  
*Special: Can fire every turn doing 1d3 pulses with no volley count bonus*

#### Light Molecular Pulsar

Class: Molecular  
Mode: Pulse  
Damage: 8 1d5 Times  
Maximum Pulses: 7  
Grouping Range: +1 per 3  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+5  
Intercept Rating: -2  
Rate of Fire: 1 per turn

**FORWARD HITS**  
1-4: Retro Thrust  
5-6: Lt. Molecular Pulsar  
7-9: Molecular Pulsar  
10-17: Structure  
18-20: PRIMARY Hit

**AFT HITS**  
1-6: Main Thrust  
7-9: Molecular Pulsar  
10-11: Jump Drive  
12-17: Structure  
18-20: PRIMARY Hit

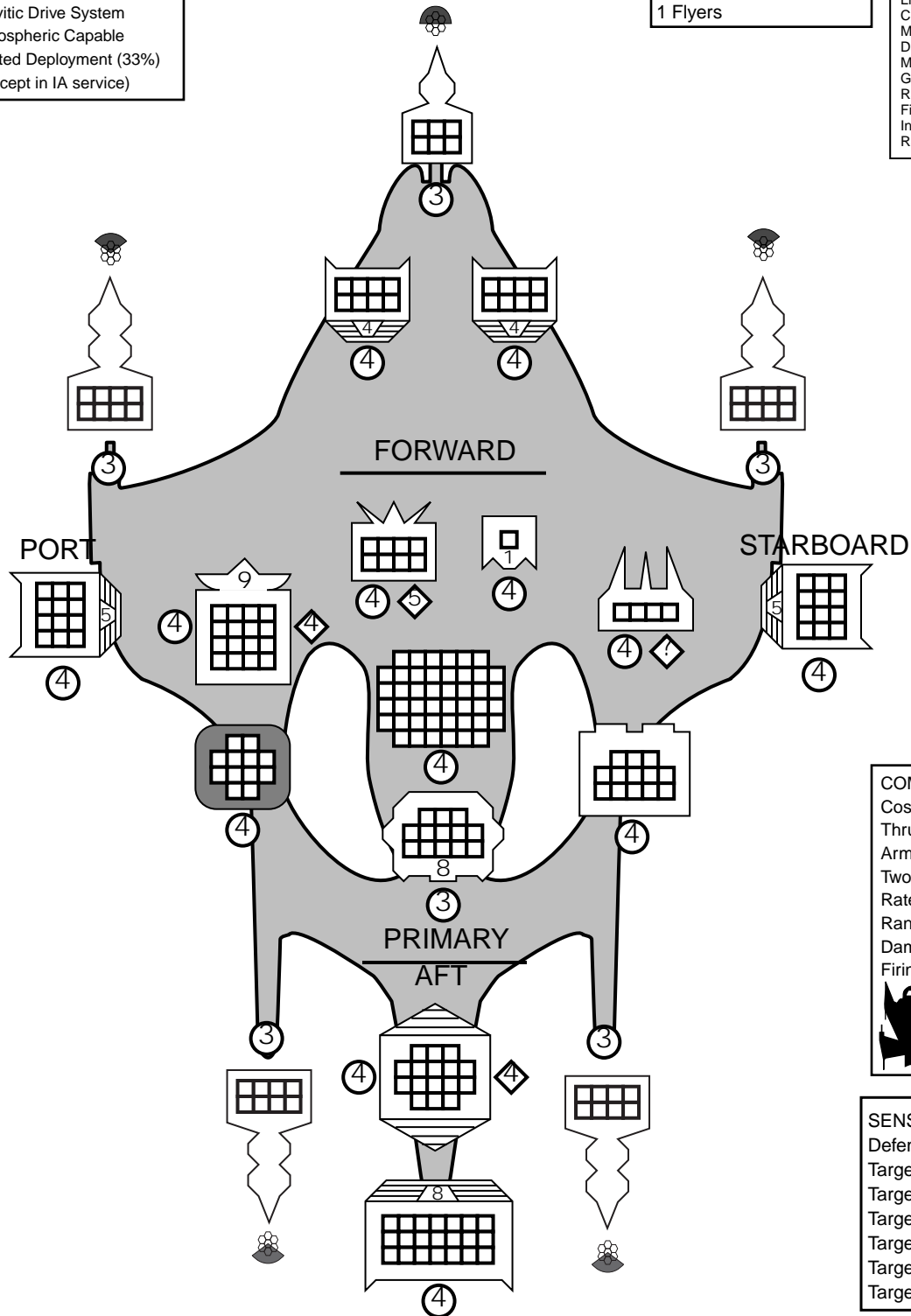
**PRIMARY HITS**  
1-8: Port/Stb Thrust  
9-10: Jammer  
11-12: Tractor Beam  
13-14: Sensors  
15-16: Engine  
17: Hangar  
18-19: Reactor  
20: C & C

### SPECIAL NOTES

Agile Ship  
Gravitic Drive System  
Atmospheric Capable  
Limited Deployment (33%)  
(except in IA service)

### HANGAR

0 Fighters  
1 Flyers



### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Jammer
- Tractor
- Molecular Pulsar
- Lt Molecular Pulsar

### COMBAT FLYERS

Cost: 70 Defense: 9/7  
Thrust: 10 Offense: +4  
Armor: 1 Initiative: +10  
Two Light Fusion Cannons:  
Rate of Fire: 1 per turn  
Range Penalty: -2 per hex  
Damage: 1d6+4 per gun  
Firing Arcs: #1 #2



### SENSOR DATA

#### Defensive EW

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