



# Imperial Lancer Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 11
In Service: --	Turn Delay: 1/2 Speed	Stb/Port Defense: 13
Point Value: 350	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 70	Pivot Cost: 1+1 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1+1 Thrust	Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA	
<b>Quad Laser Turret</b>	
Class: Laser	②
Mode: Standard	
Damage: 2d6+4	
Range Penalty: -2 per hex	
Fire Control: +2/+3/+5	
Interception Rating: -4	
Rate of Fire: 1 per turn	

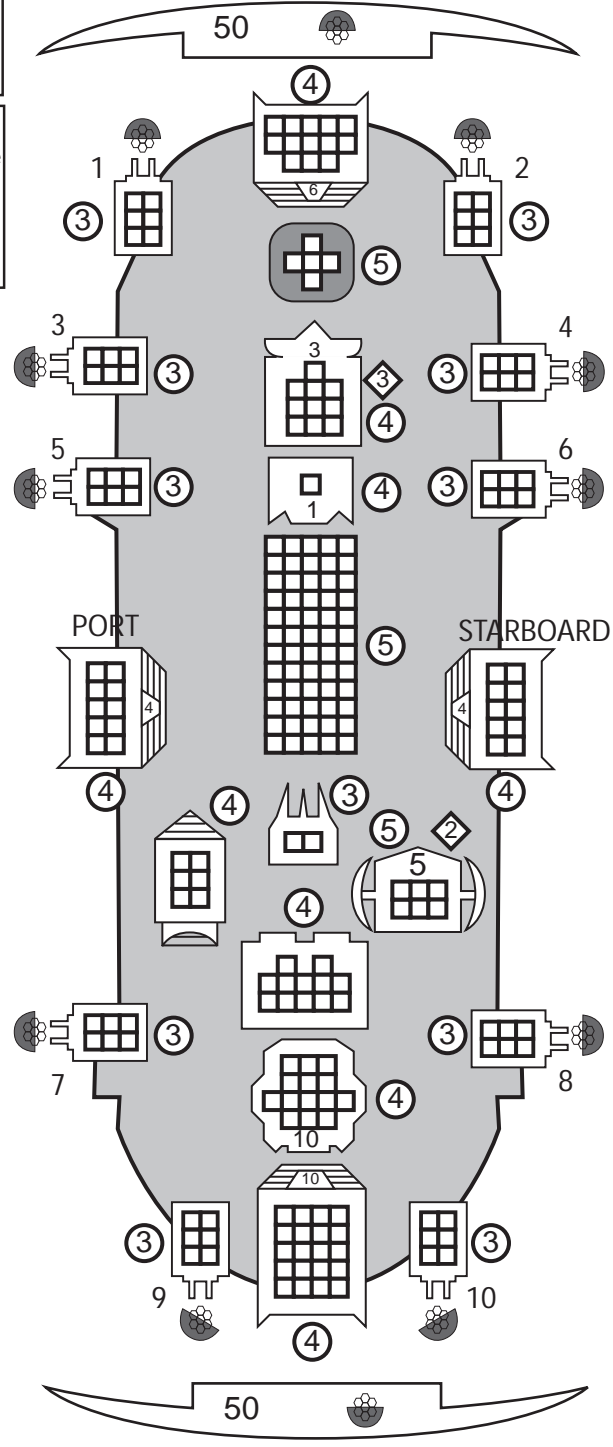
FORWARD HITS
1-5: Retro Thrust
6-10: Quad Lasers
11-17: Structure
18-20: PRIMARY Hit

SENSOR DATA	
Defensive EW	
Target # 1	
Target # 2	
Target # 3	
Target # 4	
Target # 5	
Target # 6	

AFT HITS
1-6: Main Thrust
7-9: Quad Lasers
10-17: Structure
18-20: PRIMARY Hit

SHIELD DATA		
	Ray	Particle
Forward		
Port		
Starboard		
Aft		

HANGAR
0 Fighters
1 Lamda Class Shuttle



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Hyperdrive
	Shield Generator
	Tractor Beam
	Quad Laser