



House Ginaz Lancer (3)

SPECS		MANEUVERING							COMBAT STATS				
Class: Lt. Combat Vsl		Turn Cost: 1/4 Speed							Fwd/Aft Defense: 8				
In Service: 9740		Turn Delay: 1/4 Speed							Stb/Port Defense: 10				
Point Value: 175 each		Accel/Decel Cost: 1 Thrust							Engine Efficiency: 2/1				
Ramming Factor: 30		Pivot Cost: 1+1 Thrust							Extra Power: +0				
Hyper Cost: N/A		Roll Cost: 1+1 Thrust							Initiative Bonus: +14				
Speed	1	2	3	4	5	6	7	8	9	10	11	12	
Turn Cost	1	1	1	1	2	2	2	2	3	3	3	3	
Turn Delay	1	1	1	1	2	2	2	2	3	3	3	3	

WEAPON DATA	
Shock Lance	
Class: Electromagnetic	
Damage: 2d10+6	
Range Penalty: -1 per 2 hexes	
Fire Control: +4/+3/+2	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Special: Ignores armor. Divide structure damage by 4, and apply as a negative power modifier thereafter. Fighters automatically drop out.	
Vulcan Railgun	
Class: Matter	
Modes: Standard	
Damage: 1d6+5	
Range Penalty: -2 per 3 hexes	
Fire Control: +2/+2/+2	
Intercept Rating: -2 (Ballistic)	
Rate of Fire: 1 per turn	

HIT LOCATIONS	
1-9:	Structure
10-12:	Vulcan Railgun
13-15:	Shock Cannon
16:	Hangar
17-18:	Drive
19:	Reactor
20:	Control

SPECIAL NOTES	
Antiquated Sensors	
Atmosphere Capable	
Agile Ship	

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

HANGAR	
1 Breaching Pod	
1 Shuttle: Thrust: 5	
Armor: 0 Defense: 9/10	

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NORET ARMED BREACHING POD	
1 pod each LCV	
Cost: 80	Defense: 8/10
Thrust: 8	Offense: +4
Armor: 2	Initiative: +11
2 Chainguns (Linked)	
Rate of Fire: 1 per turn	
Range Penalty: -2 per hex	
Damage: 1d6+2	
Firing Arc:	

ICON RECOGNITION	
	Control
	Reactor
	Vulcan Railgun
	Drive
	Cargo
	Shock Lance