

MEMBARI SHOLAN LCV [4]

SPECS	MANEUVERING	COMBAT STATS
Class: Lt Combat Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 11
In Svc: 2112 / 2216	Turn Delay: 1/4 Speed	Stb/Port Defense: 11
Point Value: 200/300	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor: 60	Pivot/Jink Cost: 1 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 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	

HIT LOCATIONS

1-10: Structure
 11-12: NEUTRON/ DISRUPTOR
 13-15: FUSION CANNON
 16-17: Drive
 18-19: Reactor
 20: Control

SPECIAL NOTES
 Agile Ship
 Atmospheric Capable

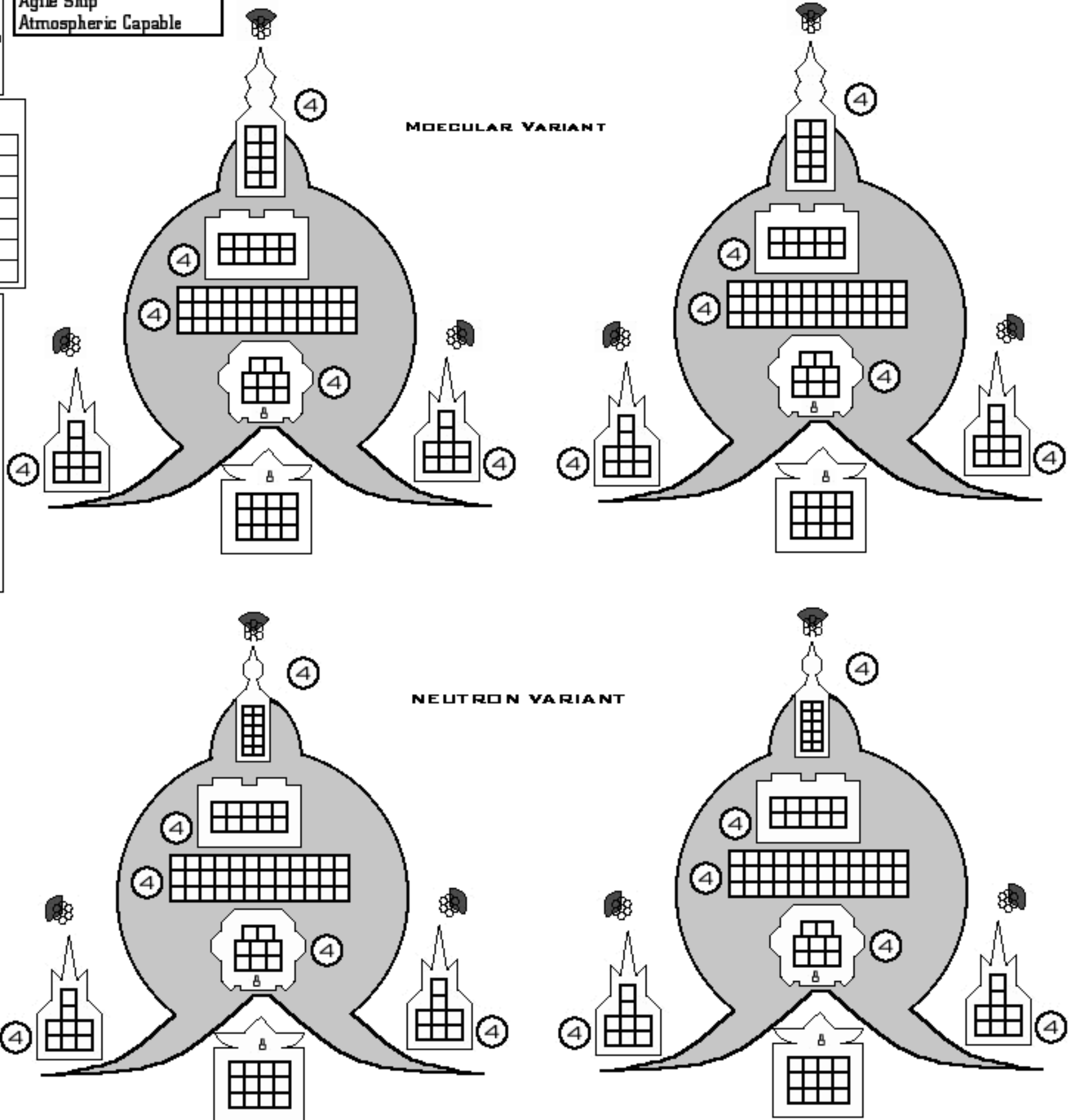
SENSOR DATA

Defensive EW

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

LCV SUMMARY

Enemy weapons use the medium ship fire control rating to hit LCVs
 Has only one hit location chart
 Energy called shots can be used on weapons only
 Drive system applies thrust to any direction as needed
 Control system provides all sensors and C&C abilities
 Basic initiative bonus of +14
 Can jink up to 4 levels using the pivot cost per level
 Loss of reactor does not automatically destroy ship
 Only one breaching pod can attach at a time
 Does not use shuttles



Neutron Laser
 Class: Laser
 Modes: R, P, S
 Damage: 4d10+15
 Range penalty 1 per 4 hexes
 Fire control: +4/+4/+1
 Intercept Rating: N/A
 ROF: 1 per 3 turns

Fusion Cannon
 Class: Molecular
 Damage: 1d10 +9
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+4
 Intercept Rating: -2
 ROF: 1 per turn

MOLECULAR DISRUPTOR
 CLASS: MOLECULAR
 MODE: R, P
 DAMAGE: 2d10+30
 RANGE PENALTY: -1 PER HEX
 FIRE CONTROL: +4/+2/-4
 INTERCEPT: N/A
 ROF: 1 PER 4 TURNS