

# LB-347

**Displacement:** 3                      **Crew:** 5 (1/1/1)  
**Size:** 0                                 **Toughness:** -4                      **Max G/Comp:** 1/2  
**Maneuver:** P:1(0)                    **Jump:** 0                                 **Power:** 0

<b>Armor Ratings</b>	<b>Base</b> 6	Drives/Def. 6/6	Control/Commo 6/6	Sensor/ECM 6/6	Power/Craft 6/6
		Fac/Cargo 6/6	Fuel/Bridge 6/6	Accom/Life 6/6	Laser 1/2 6/6
		Laser 3/4 6/6	Missile 1/2 6/6	PAW 1/2 6/6	Meson 1/2 6/6

**Bridge/Comp:** No bridge. 3xComputer

**Commo:** Radio rec:                      Radio tran: 1                      Laser: 1                      Meson:  
**Sensors:** Passive: 1x12.5                      Active:                      LIDAR:  
**ECM:** Passive:                      Active:                      Area:  
**Decoys:** Passive:                      Active:                      LIDAR:  
**Signature:** Vis: -0.5                      IR: -2                      Active: 0                      LIDAR: 0

**Fuel:** 0std power/extra fuel.

**Trps/Sci/FWat:** 0/0/0                      **H/M/L Pas:** 0/0/0                      **Quarters:** 0/0/0/0

**Cargo:**

**Facilities:**

**Specials:**

**Hangars:**

**Other Craft:**

**Fire Control:**

Maneuver Gs	Evasion Gs	Aiming Gs	Damage/Notes

Hit Chart Range	Dice	Evasion Factors	Damage D6+DV-Tough.	Surf. Hits(3d6)	Sen. hits (2d6)	Int Hits (3d6)
Impact	1d-1	0	<0 - no effect	3 Spinal mount perature	2 Commo	3-4 Elec/Brdg (C)
Point Blank	1d3	0.25x evasion Gs	1-3 light	4 Bay weapon	3-4 LIDAR	5 Spinal
VShort	1d (Easy)	0.5x evasion Gs	4-6 Heavy	5 Launch port	5-6 AEMS	6 Missile mag.
Short	2d (Average)	1x evasion Gs	7-8 Critical	6-8 Turret	7-9 PEMS	7 Turret
Medium	3d (Formidable)	2x evasion Gs	9 2xCritical	9-10 Sensor	10-11 ECM	8 Bay weap. (C)
Long	4d (Staggering)	3x evasion Gs	10 3xCritical	11-13 No effect	12 Decoy	9 Cargo/fittings
Extreme	5d (Impossible)	4x evasion Gs	11 4xCritical	14 Drop tanks or grappled craft	<b>Penetration</b>	10 Fuel
Note: Meson weapons double evasion factors.				15-17 Power radiator	P<A No pen.	11 Quarters
				18 Weak spot	P=A DV-3	12 Power (C)
					P=A+1 DV-2	13 Maneuver (C)
					P=A+2 DV-1	14 Jump (C)
					P>A+2 DV	15 Hangar (C)
						16 Screens (C)
						17-18 Special (C)

To hit, roll under the target number using the dice from above.

**Target number:**

Gunnery Skill + Fire Control Rating + ROF Mod + Target Size - Evasion Factor