Name: _____ Counter: _____

Attarn Glory Destoyer

SPECS
Class: Hvy Combat Vsl
In Service: 1995
Point Value: 450
Ramming Factor: 290
Jump Delay: N/A

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

COMBAT STATS
Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +6

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

FORWARD HITS
1-3:	Retro Thrust
4:	dual chatter
5-6:	Dual Bil-pro cannon
7-8:	Chatter
9-18:	Forward Struct
19-20:	PRIMARY Hit

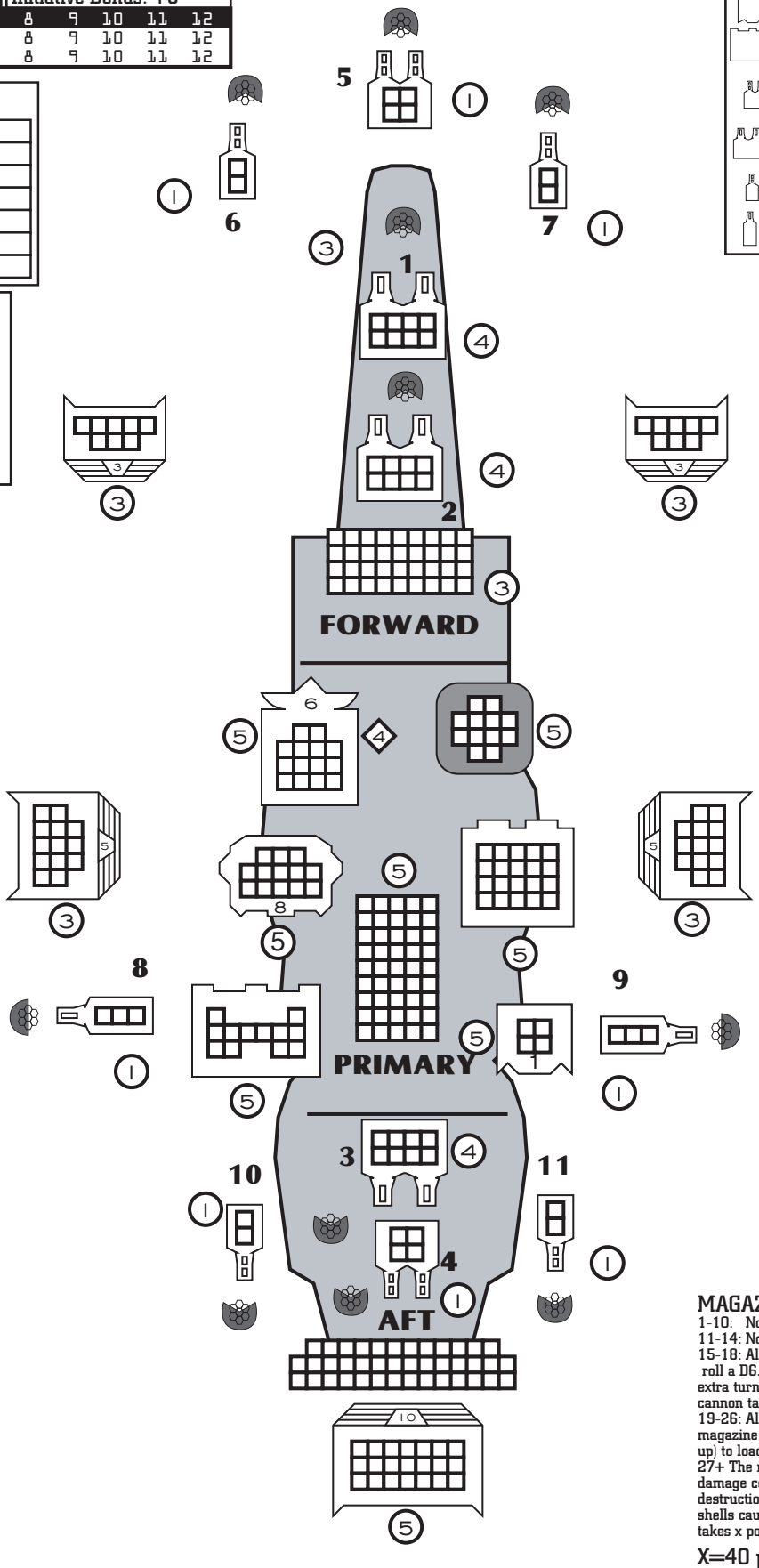
AFT HITS
1-5:	Main Thrust
6-7:	dual chatter
8-10:	Dual Med bil-pro
11-12:	chatter
13-18:	Aft Struct
19-20:	PRIMARY Hit

PRIMARY HITS
1-7:	Primary Struct
8-9:	Light Bilp-pro
10-11:	Port/Stb Thrust
12-13:	Sensors
14-15:	Engine
16:	Hangar
17-19:	Reactor
20:	C & C

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

HANGAR
0 Fighters
4 Cargo Shuttles:Thrust: 3
Armor: 0 Defense: 10/12

ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Magazine
- Dual Chatter Cannon
- Dual med Bil-pro
- Chatter
- Light Bil-pro



WEAPON DATA

Medium Bil-Pro Cannon Battery
Class: Bil-Pro
Mode: Standard
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/--
Intercept Rating: --
Rate of Fire: 2 per 2 turns
OR
High Explosive Round
Mode: Flash
Damage: 2d10+2

Light Bil-Pro Cannon
Class: Bil-Pro
Mode: Standard
Damage: 1d10+3
Range Penalty: -2 per hex
Fire Control: +2/+2/-3
Intercept Rating: --
Rate of Fire: 1 per turn

Chatter Cannon
Class: Bil-Pro
Mode: Standard
Damage: 1d6+3
Range Penalty: -3 per hex
Fire Control: +1/+1/+3
Intercept Rating: -1 (ballistic only)
Rate of Fire: 1 per turn

Dual Chatter Cannon
Class: Bil-Pro
Mode: Standard
Damage: 1d6+3
Range Penalty: -3 per hex
Fire Control: +1/+1/+3
Intercept Rating: -1 (ballistic only)
Rate of Fire: 2 per turn

MAGAZINE CRITICAL HITS
1-10: No Critical
11-14: No Critical, add 1 to next roll
15-18: All weapons using the magazine roll a D6. On a 5 or 6 they take one extra turn to load (ie a light bil-pro cannon takes 3 not 2 turns to load).
19-26: All weapons that use the magazine take 1/3 longer (round up) to load.
27+ The magazine explodes.Whilst damage control prevents the immediate destruction of the ship the exploding shells cause heavy damage. The ship takes x points in raking 10hits

X=40 point of damage