

Name: \_\_\_\_\_ Counter: \_\_\_\_\_

# Attarn Defiance Escort Destroyer

## 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  
4-5: dual chatter  
6-7: Dual Bil-pro cannon  
8-9: Chatter  
10-18: Forward Struct  
19-20: PRIMARY Hit

## AFT HITS

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

## PRIMARY HITS

1-7: Primary Struct  
8-9: triple chatter  
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: 1 Defense: 10/12


## 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

### Triple 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: 3 per turn

### Dual Chatter Cannon

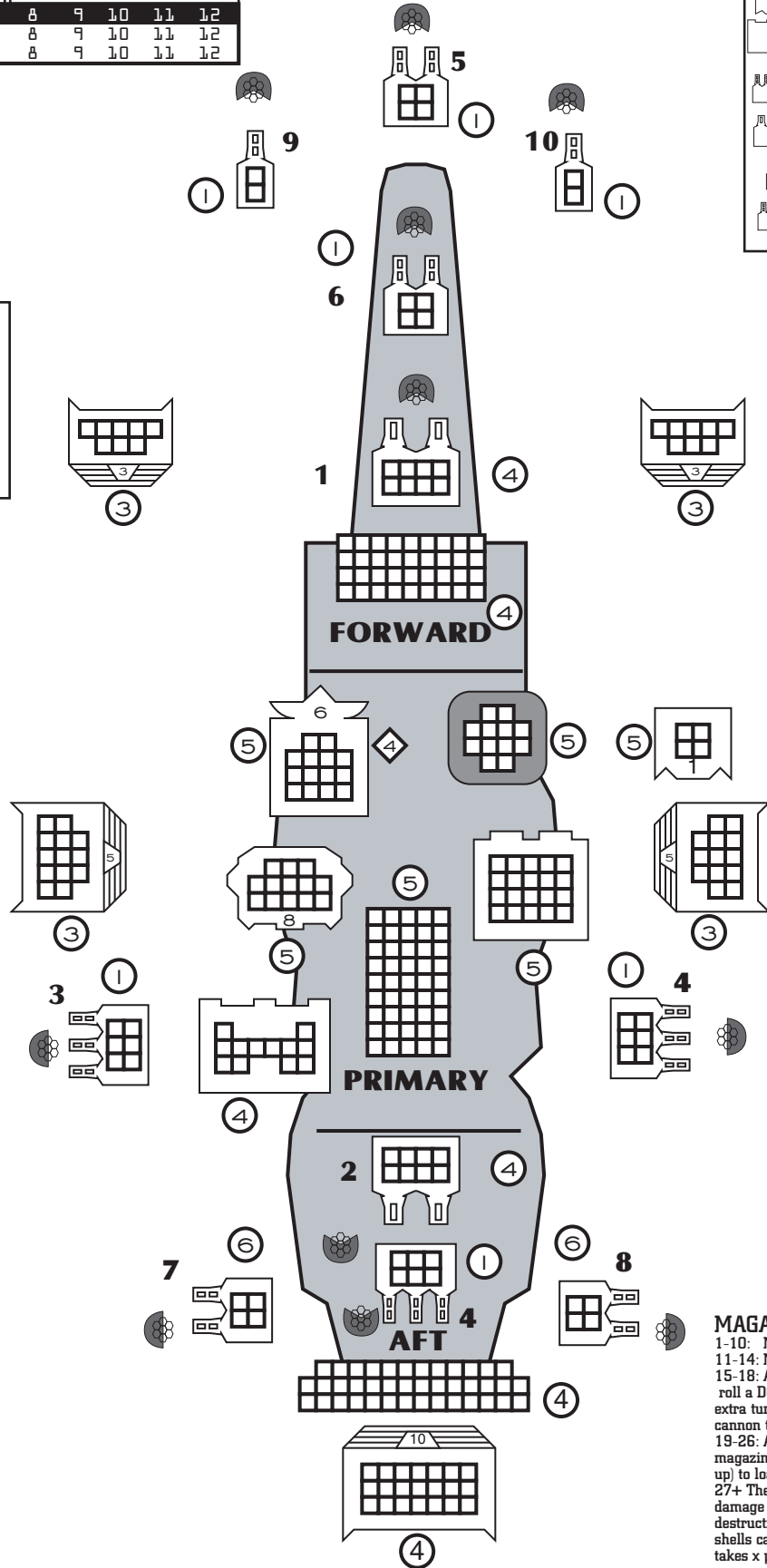
Class: Bil-Pro  
Mode: Standard  
Damage: 1d6+3  
Range Penalty: -3 per hex  
Fire Control: +1/+1/+3  
Intercept Rating: -1 (ballistic only)  
Rate of Fire: 2 per turn

### 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

## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Magazine
- Triple Chatter Cannon
- Dual med Bil-pro
- Chatter
- Dual Chatter Cannon



## 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=30point of damage