

Balosian Deraccus Destroyer

SPECS

Class: Hvy Combat Vsl
In Service: 2178
Point Value: 425
Ramming Value: 165
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 3/1
Extra Power: +0
Initiative Bonus: +7

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

HANGAR

0 Fighters
2 Shuttles: Thrust: 3
Armor: 0 Defense: 10/11



WEAPON DATA

Ion Cannon

Class: Ion
Modes: Raking
Damage: 2d10+10
Range Penalty: -1 per 4 hexes
Fire Control: +2/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Ion Torpedo

Class: Ion
Mode: Standard
Damage: 15
Range Penalty: None
Max Range: 50 hexes
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Particle Projector Mk7

Class: Ballistic
Modes: Standard
Damage: 1d10+7
Range Penalty: -2 per 3 hex
Fire Control: +3/+2/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Lt Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-6: Retro Thrust
7-8: Ion Cannon
9: Ion torpedo
10: Light Particle Beam
11-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Particle Weapon
9-10: Light particle Beam
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10-12: Port/Stb Thrust
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

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

SPECIAL NOTES

Unreliable Ship:
Vulnerable to Criticals
Pre-Existing Damage
Ablated Armor

