

Barada Truk Destroyer

SPECS

Class: Medium Ship
In Service: 2230
Point Value: 300
Ramming Factor: 50
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 14
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +12

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

HANGAR

6 Fighters
2 Shuttles: Thrust: 3
Armor: 2 Defense: 9/9



WEAPON DATA

Heavy Particle Beam

Class: Particle
Mode: Standard
Damage: 2d10+6
Range Penalty: -1 per hex
Fire Control: +4/+3/+2
Intercept Rating: -2
Rate of Fire: 1 per turn

Standard Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Light 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

1-4: Retro Thrust
5-7: Hvy Particle Beam
8-10: Std Particle Beam
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-11: Lt Particle Beam
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-10: Port/Stb Thrust
11-12: Sensors
13-14: Engine
15-16: Hangar
17-18: Reactor
19-20: C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

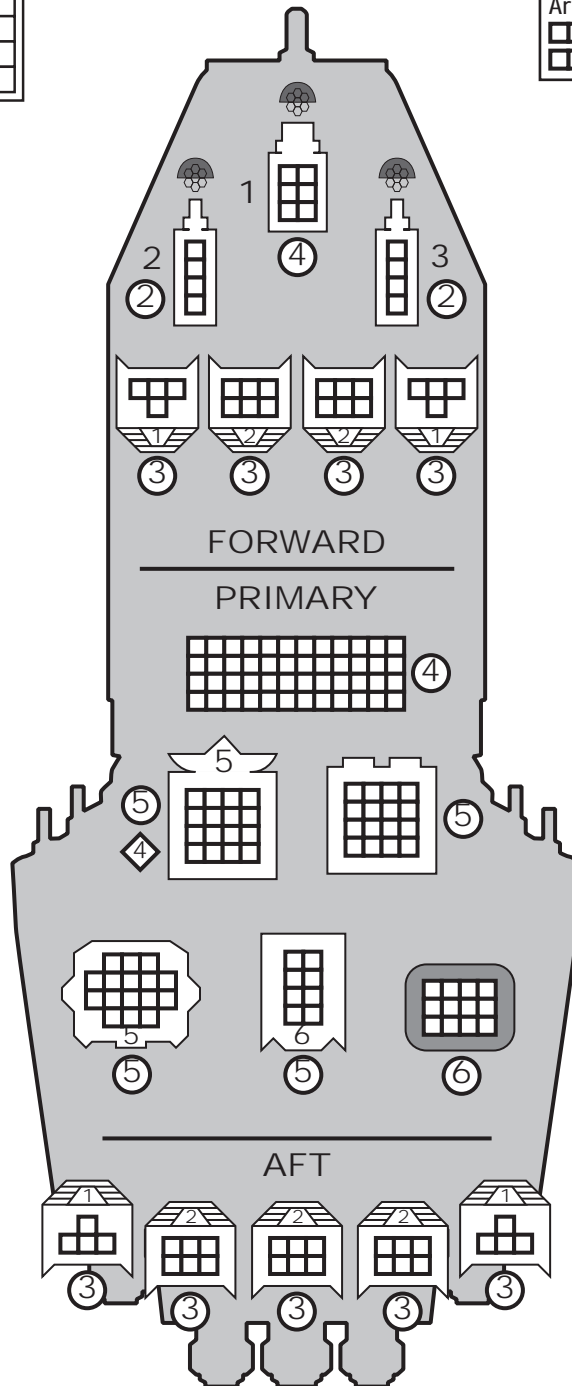
Target #4

Target #5

Target #6

PORT

STARBOARD



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Heavy Particle Beam
- Std Particle Beam
- Lt Particle Beam