



Destinac Class Space Control Ship



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 1/2 xSpeed	Fwd/Aft Defense: 20
In Service: 2222	Turn Delay: 1 1/2 xSpeed	Stb/Port Defense: 21
Point Value:	Accel/Decel Cost: 5 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: 16 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 3 4 6 7 9 10 12 13 15 16 18	
Turn Delay	1 3 4 6 7 9 10 12 13 15 16 18	

WEAPON DATA
Battle Laser
Class: Laser
Modes: R, P
Damage: 4d10+12
Range Penalty: -1 per 4 hexes
Fire Control: +4/+3/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

FORWARD HITS
1-3:Retro Thrust
4-5:Ballistic Torpedo
6-9:Twin Array
11-12: Mass Driver
13-18: Forward Struct
19-20:PRIMARY Hit

SIDE HITS
1-3:Port/Stb Thrust
4-6:Battle Laser
7-8:Matter Cannon
9-10:Twin Array
11-12:Heavy array
13-18:Port/stb struct
19-20:PRIMARY Hit

AFT HITS
1-4:Main Thrust
5-6:Battle Laser
7-10: Twin Array
11-12:Jump Drive
13-18:Aft Struct
19-20:PRIMARY Hit

PRIMARY HITS
1-9:Primary Struct
10-12:Sensors
13-15:Engine
16-17:Hangar
18-19:Reactor
20:C & C

SPECIAL NOTES
Restricted Deployment (10%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

MAIN HANGAR

24 Assault Shuttles

2 Shuttles: Thrust: 4

Armor: 0 Defense: 8/10

OTHER HANGARS

24 Fighters

Twin Array
Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

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

Ballistic Torpedo
Class: Ballistic
Mode: Standard
Damage: 2d10
Range Penalty: None
Max Range: 25 hexes
Fire Control: +4/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Can hold up to six shots and fire them all at once or separately. See rules.

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Twin Array
- Battle Laser
- Matter Cannon
- Heavy Array
- Ballistic Torpedo

Mass Driver
Class: Matter
Modes: Standard
Damage: 8d10+60
Range Penalty: -1 per 6 hexes
Fire Control: +0/-/-
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Targets Enormous Units, Planets, or Bases only and only damages structure

Matter Cannon
Class: Matter
Modes: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns