

# Corillani Garunda Destroyer

## SPECS

Class: Hvy Combat Vsl  
In Service: 2227  
Point Value: 525  
Ramming Factor: 170  
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: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 13  
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

## HANGAR

6 Fighters  
1 Shuttle:  
No Weapons Thrust: 6  
Armor: 0 Def: 10/10  
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## WEAPON DATA

**Class-S Missile Rack**  
Class: Ballistic  
Missiles: 20  
Range Penalty: None  
Fire Control: +3/+3/+3  
Rate of Fire: 1 per 2 turns

**Particle Cannon**  
Class: Particle  
Modes: Raking  
Damage: 2d10+15  
Range Penalty: -1 per 2 hexes  
Fire Control: +5/+4/+2  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

**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

## FORWARD HITS

1-5: Retro Thrust  
6-9: Particle Cannon  
10-12: Twin Array  
13-18: Forward Structure  
18-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
8-9: Twin Array  
10-18: Aft Structure  
19-20: PRIMARY Hit

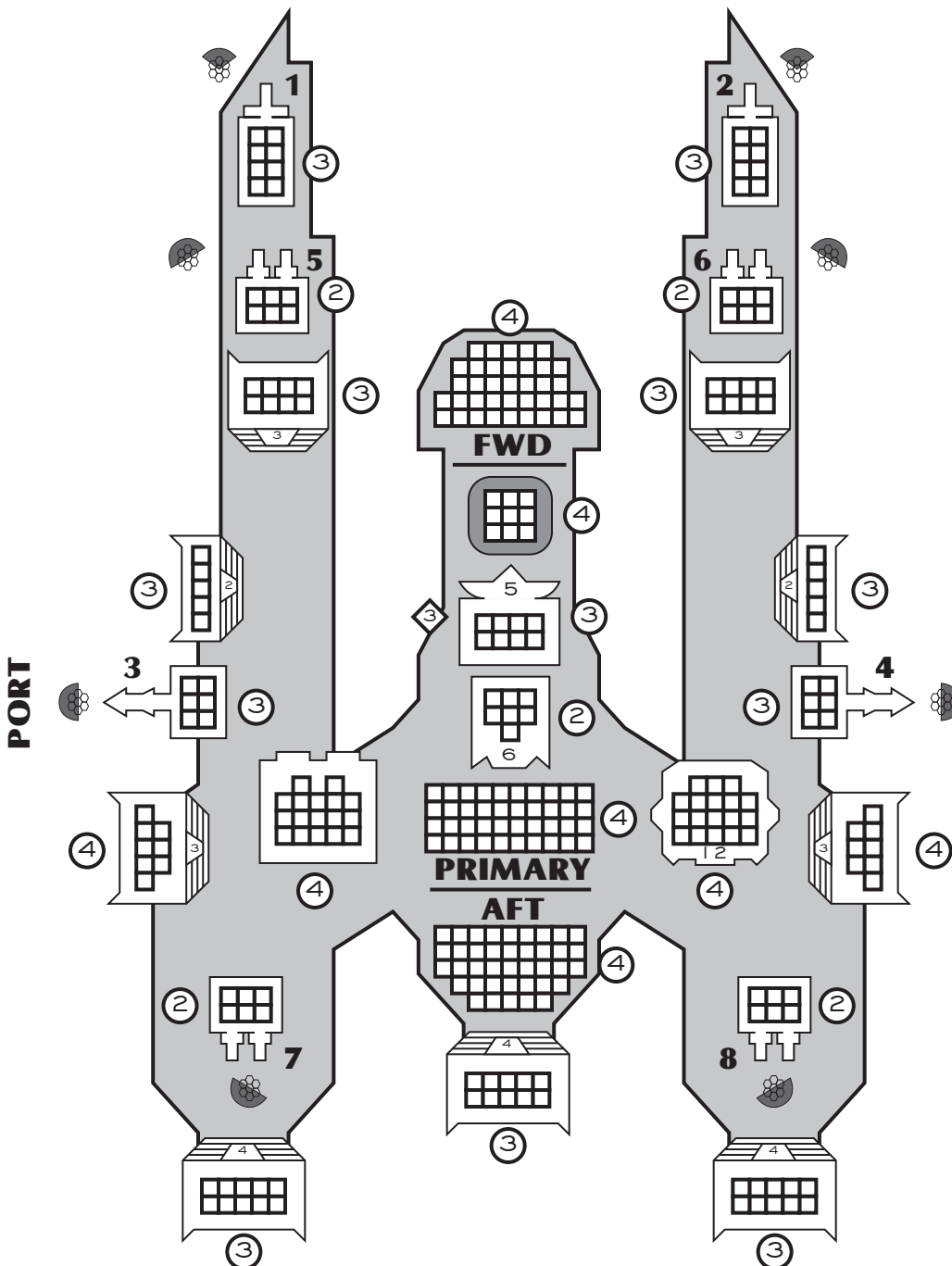
## PRIMARY HITS

1-6: Primary Structure  
7-10: Port/Stbd Thrust  
11-12: Missile Rack  
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		



## ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Class-S Missile Rack
- Particle Cannon
- Twin Array

## MISSILES

Rack #3																			
Rack #4																			