

# Deneth Vindicator Heavy Cruiser

## SPECS

Class: Capital Ship  
In Service: 2243  
Point Value: 745  
Ramming Factor: 270  
Jump Delay: 24 Turns

## 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: 15  
Stb/Port Defense: 16  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: 0

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

12 Fighters  
2 Shuttles: Thrust: 3  
Armor: 1 Defense: 8/10

## WEAPON DATA

### Heavy Laser Cannon

Class: Laser  
Modes: R, S  
Damage: 4d10+20  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+2/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns

### Assault Laser

Class: Laser  
Modes: Raking  
Damage: 3d10+4  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+3/-4  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### Medium Pulse Cannon

Class: Particle  
Mode: Pulse  
Damage: 10 1d5 Times  
Maximum Pulses: 6  
Grouping Range: +1 per 4  
Range Penalty: -1 per hex  
Fire Control: +4/+3/+1  
Intercept Rating: -2  
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

1-4: Retro Thrust  
5-6: Heavy Laser  
7-10: Assault Laser  
11-12: Twin Array  
13-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-4: Port/Stb Thrust  
5: Twin Array  
6-7: Medium Pulse Cannon  
8-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-8: Main Thrust  
9-10: Twin Array  
11-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Struct  
9-10: Jump Engine  
11-13: Sensors  
14-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

## SENSOR DATA

Defensive EW

Target #1

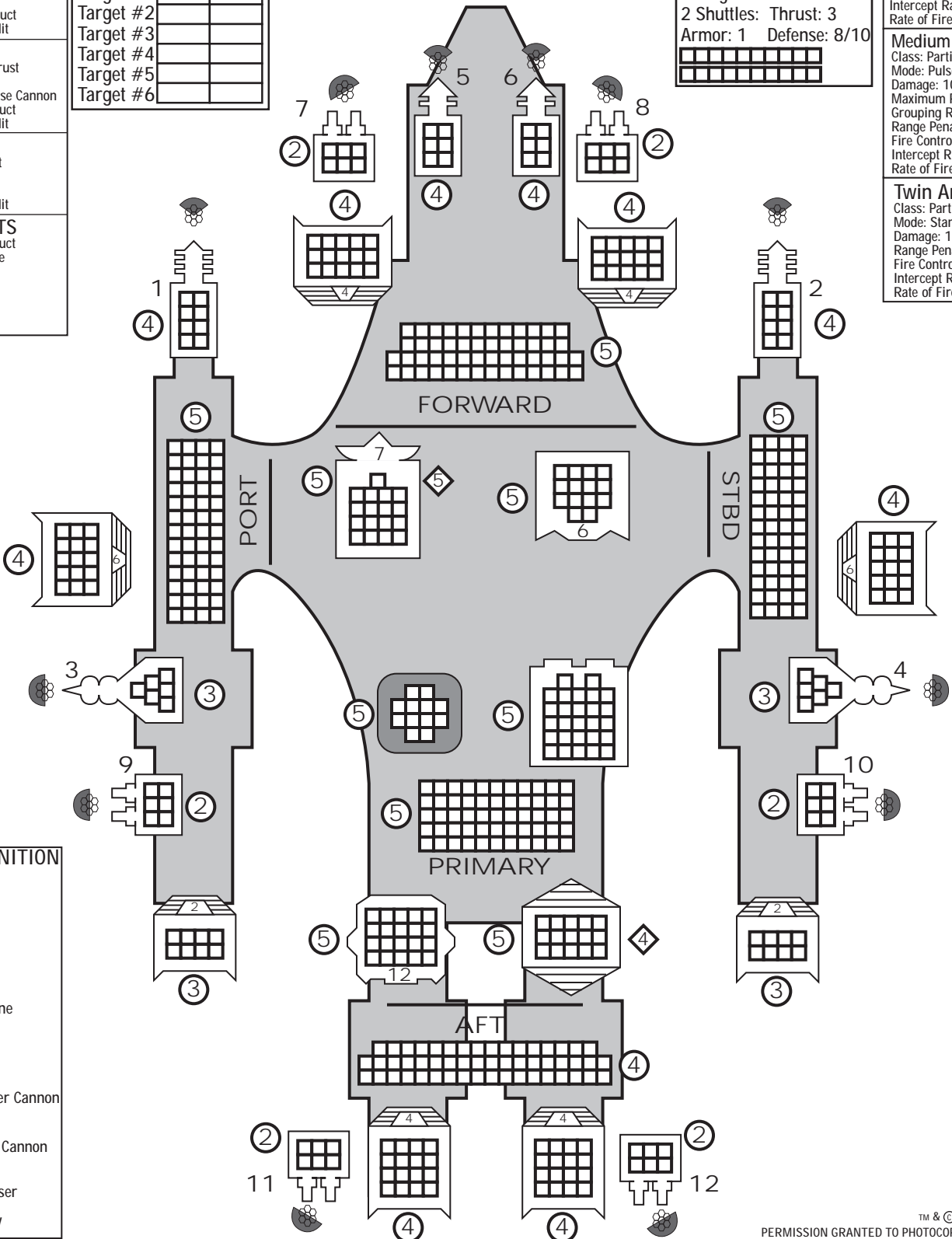
Target #2

Target #3

Target #4

Target #5

Target #6



## ICON RECOGNITION

