

Descari Rulnar Heavy Destroyer

SPECS

Class: Hvy Combat Vsl
In Service: 2250
Point Value: 625
Ramming Factor: 140
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 15
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	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

Heavy Plasma Bolter
Class: Plasma
Modes: Standard
Dmg: 22 -1 / 3 hexes after 15
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-4
Interception Rating: n/a
Rate of Fire: 1 per 3 turns

Medium Laser Cannon
Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Light Plasma Bolter
Class: Plasma
Mode: Standard
Dmg: 10 -1 per hex after 5
Range Penalty: -1 per hex
Fire Control: +3/+2/-2
Intercept Rating: n/a
Rate of Fire: 1 per turn

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

1-3: Retro Thrust
4-5: Medium Laser
6-7: Heavy Plasma Bolter
8-9: Lt Particle Beam
10-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

1-8: Primary Struct
9-11: Port/Stb Thrust
12-13: Sensors
14-15: Engine
16: Hangar
17-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

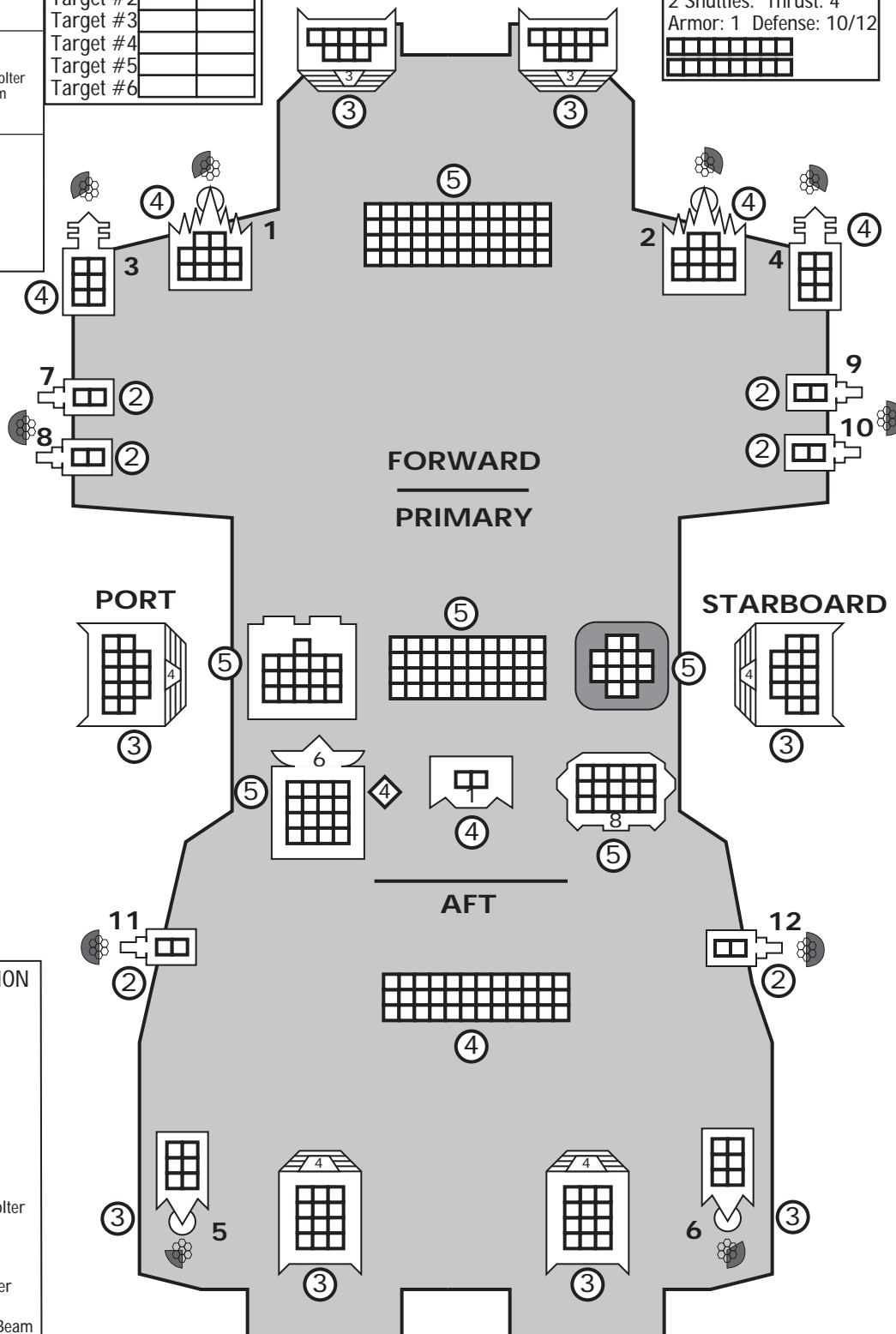
Target #6

HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 10/12



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hvy Plasma Bolter
- Medium Laser
- Lt Plasma Bolter
- Light Particle Beam