

# Descari Rulta Heavy Destroyer

## SPECS

Class: Hvy Combat Vs  
In Service: 2231  
Point Value: 395  
Ramming Factor: 130  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 14  
Engine Efficiency: 2/1  
Power Deficit: -1  
Initiative Bonus: +8

## WEAPON DATA

**Heavy Plasma Cannon**  
Class: Plasma  
Modes: Standard  
Dmg: 4d10+8 (-1 per 2 hexes)  
Range Penalty: -2 per 3 hexes  
Fire Control: +3/+1/-5  
Interception Rating: n/a  
Rate of Fire: 1 per 3 turns

## Med. Plasma Cannon

Class: Plasma  
Modes: Standard  
Dmg: 3d10+4 (-1 per 2 hexes)  
Range Penalty: -1 per hex  
Fire Control: +3/+1/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

## 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

## SPECIAL NOTES

Rulpa Variant (Uncommon)

## FORWARD HITS

1-5: Retro Thrust  
6-8: Med Plasma Cannon  
9-11: Lt Particle Beam  
12-13: Lt Plasma Cannon  
14-18: Forward Struct  
19-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
8-9: Lt Particle Beam  
10-11: Lt Plasma Cannon  
12-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-7: Primary Struct  
8-11: Port/Stb Thrust  
12-13: 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		

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

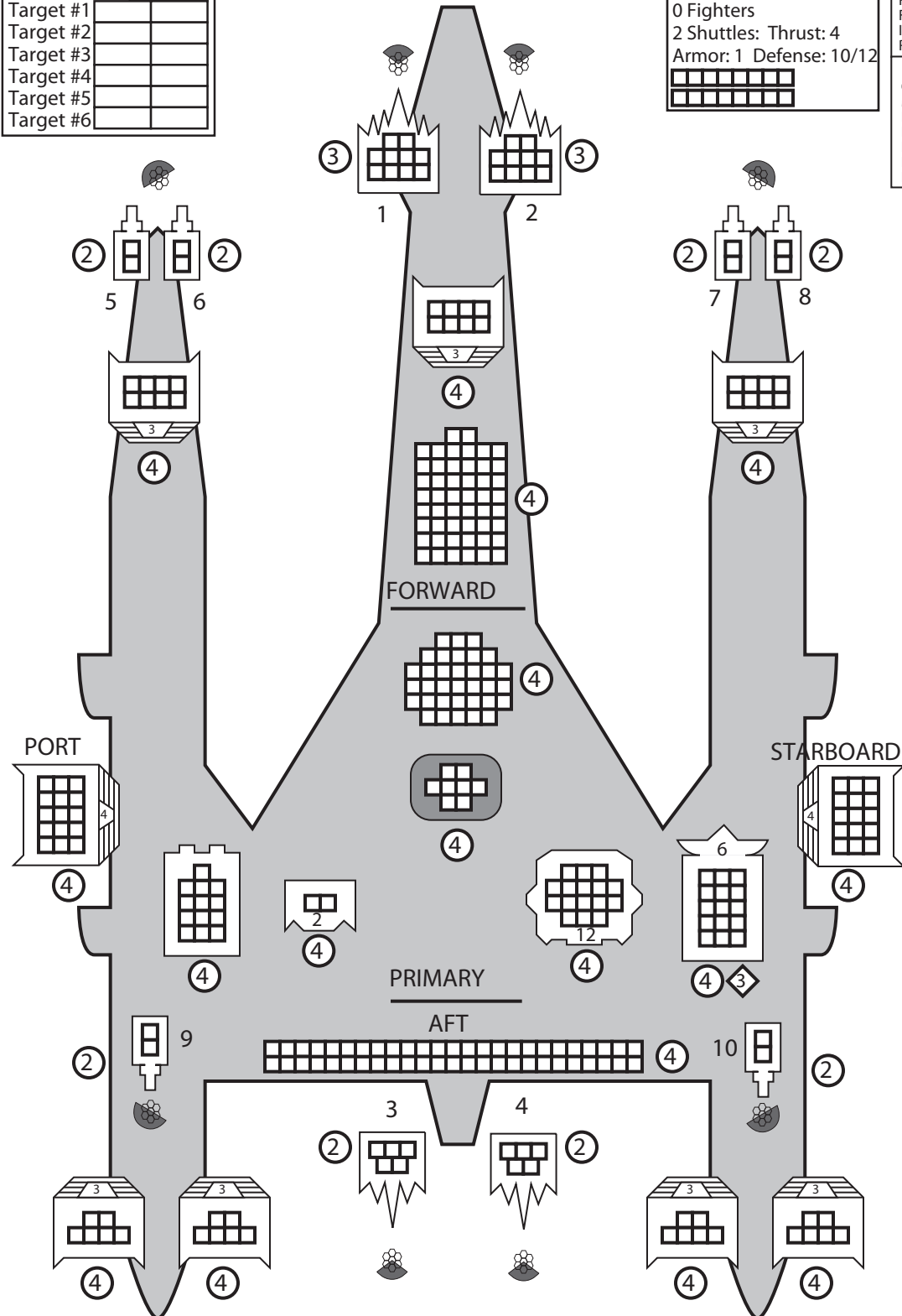
Turn Delay 1 1 2 2 3 3 4 4 5 5 6 6

## HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 10/12



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hvy Plasma
- Med Plasma Cannon
- Lt Particle Beam