



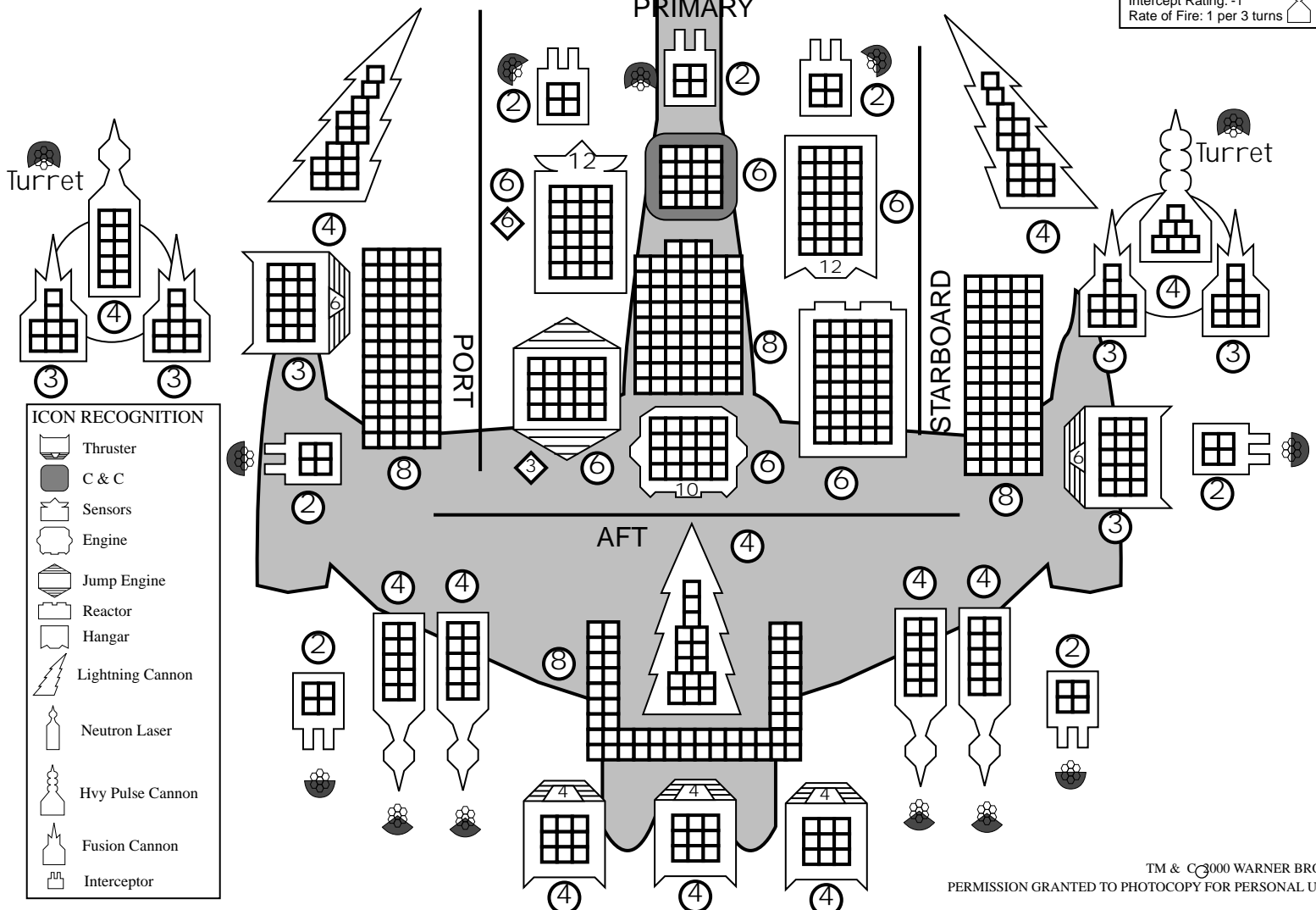
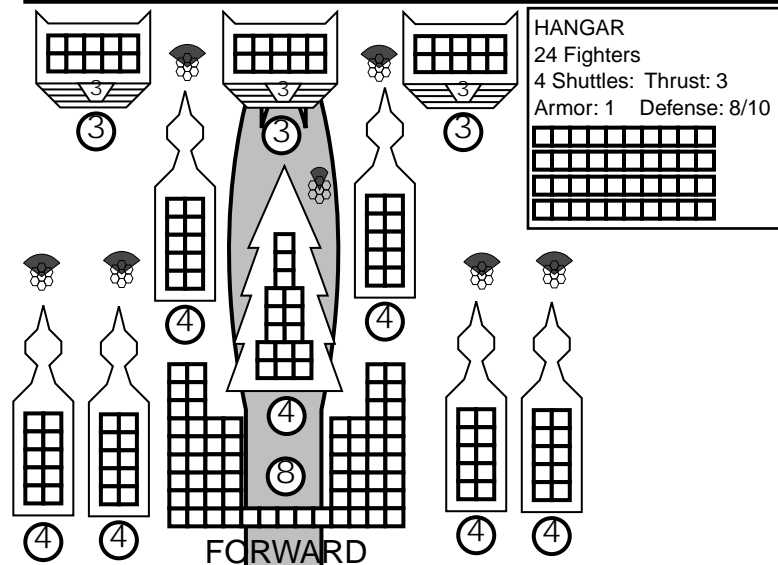
IA Victory Destroyer (Prototype Model)



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 19 (15)
In Service: 2267	Turn Delay: 1 x Speed	Stb/Port Defense: 21 (17)
Point Value: 2800	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 400	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 20 Turns	Roll Cost: 2+2 Thrust	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	

WEAPON DATA	
Neutron Laser	
Class: Laser	6
Modes: R, P, S	
Damage: 4d10+15	
Range Penalty: -1 per 4 hexes	
Fire Control: +4/+4/+1	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Fusion Cannon	
Class: Molecular	
Mode: Standard	
Damage: 1d10+9	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
Interceptor Mk-II	
Intercept Rating: -4	
Rate of Fire: 1 per turn	
OFFENSIVE MODE:	
Class: Particle	
Mode: Standard	
Damage: 1d10+8	
Fire Control: -/+/-+8	
Range Penalty: -2 per hex	
Lightning Cannon (Mega)	
Class: Electromagnetic	
Mode: Piercing	
Damage: 8d10+64	
Range Penalty: -1 per 4 hexes	
Fire Control: +5/+5/-	
Intercept Rating: -1	
Note: Non-interceptable	
Heavy Pulse Cannon	
Class: Particle	
Mode: Pulse	
Damage: 15 1d5 Times	
Maximum Pulses: 6	
Grouping Range: +1 per 4	
Range Penalty: -1 per 2 hexes	
Fire Control: +4/+3/-1	
Intercept Rating: -1	
Rate of Fire: 1 per 3 turns	

FORWARD HITS	SENSOR DATA
1-3:Retro Thrust	Defensive EW
4-8:Neutron Laser	Target #1
9-12:Lightning Cannon	Target #2
13-18:Forward Struct	Target #3
19-20:PRIMARY Hit	Target #4
	Target #5
	Target #6
SIDE HITS	SPECIAL NOTES
1-3:Port/Stb Thrust	Unique (after 2278
4-5:Interceptor	restricted 10%)
6-10:Turret	E-Web
11-13:Lightning Cannon	Gravitic Drive System
14-18:Port/Stb Struct	Lightning Cannon can
19-20:PRIMARY Hit	only fire in Mega Mode
AFT HITS	
1-4:Main Thrust	
5-6:Interceptor	
7-10:Neutron Laser	
11-12:Lightning Cannon	
13-18:Aft Struct	
19-20:PRIMARY Hit	
PRIMARY HITS	
1-8:Primary Struct	
9-10:Interceptor	
11-12:Jump Engine	
13-14: Sensors	
15-16:Engine	
17-18:Hangar	
19:Reactor	
20:C & C	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Lightning Cannon
	Neutron Laser
	Hvy Pulse Cannon
	Fusion Cannon
	Interceptor