

Iel Discindo Assault Cruiser



SPECS

Class: Capital Ship
In Service: 2175
Point Value: 1150
Ramming Factor: 270
Jump Delay: 20 Turns

MANEUVERING

Turn Cost: 1/2 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: 14
Stb/Port Defense: 15
Engine Efficiency: 5/1
Extra Power: 0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Heavy Ionic Laser

Class: Ion + Laser
Mode: Raking
Damage: 5d10+7
Range Penalty: -1 per 3 hexes
Fire Control: +5/+3/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Ionic Laser

Class: Ion+Laser
Modes: Raking
Damage: 3d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Particle Shear

Class: Particle
Mode: Standard
Damage: 1d10+8
Range Penalty: -2 per hex
Fire Control: +1/+2/+4
Intercept Rating: -2
Rate of Fire: 2 per turn
Special: Ignores fighter armour.

Defence Shield Generator

Absorbs up to 100 points of damage while active. Must be de-activated for 1 turn to re-charge. See rules.

DEFENCE SHIELD

(100)

HANGAR

6 Fighters
2 Shuttles: Thrust: 6
Armor: 2/1 Defense: 8/11

SPECIAL NOTES

Limited Deployment (33%)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

FORWARD HITS

1-7:Forward Structure
8-9:Ionic Laser
10-11:Heavy Ionic Laser
12-18:Forward Structure
19-20:PRIMARY HIT

SIDE HITS

1-5:Port/Stbd Thrust
6-7:Particle Shear
8-9:Ionic Laser
10-11:Heavy Ionic Laser
12-18:Port/Stbd Structure
19-20:PRIMARY HIT

AFT HITS

1-7:Main Thrust
8-9:Particle Shear
10-11:Jump Engine
12-18:Aft Structure
19-20:PRIMARY HIT

PRIMARY HITS

1-7:Primary Structure
8-9:Hangar
10-11:Barracks
12-13:Defence Shield Generator
14-15:Engines
16-17:Sensors
18-19:Reactor
20:C&C

ICON RECOGNITION

