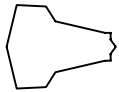


# J'KB Hunter Destroyer



## SPECS

Class: HCV  
In Service: 2212  
Point Value: 575  
Ramming Factor: 160  
Jump Delay: n/a

## Maneuvering:

Turn Cost: 1/2 Speed  
Turn Delay: 1/2 Speed  
Accel/Deccel: 2 Thrust  
Pivot Cost: 2+2 Thrust  
Roll cost: 1+1 Thrust

## DEFENSE

Fwd/Aft Def: 14  
Stb/Prt Def: 15  
Engine Efficiency: 2/1  
Extra Power: +2  
Initiative: +6

## Laser Lance

Modes: R,P  
Damage: 3D10+6  
Range: -1/2 Hex  
Fire Control: +3/+3/-5  
Intercept: N/A  
Rate of Fire: 1/3

## Light Laser

Mode: R  
Damage: 2D10+7  
Range: -1 / Hex  
Fire Control: +2/+1/-2  
Intercept: N/A  
Rate of Fire: 1/2

## Heavy Plasma Cannon

Mode: Standard  
Damage: 4d10+8  
Range: -1/2 HEXES  
Fire Control: +3/+1/-5  
Intercept: N/A  
Rate of Fire: 1/3

## Twin Array

Modes: Standard  
Damage: 1D10+4  
Range: -2 / Hex  
Fire Control: +4/+5/+6  
Intercept: -2  
Rate of Fire: 2

## PORT/STARBOARD HITS

1-4 Retro Thrusters  
5 Laser Lance  
6-8 Heavy Plasma Gun  
9-10 Twin Arrays  
11-18 Structure  
19-20 Primary

## AFT HITS

1-5 Main Thrusters  
6-7 Twin Array  
8-10 Light Laser  
11-18 Structure  
19-20 Primary

## PRIMARY

1-9 Structure  
10-11 Side Thruster  
12 Hanger  
13 Light Laser  
14-15 Sensors  
16-17 Engine  
18-19 Reactor  
20 C&C

## SPECIAL NOTES

Atmospheric capable  
Gun sights all weapons

## ELECTRONIC WARFARE

DEF. ECM		
TARGET 1		
TARGET 2		
TARGET 3		
TARGET 4		
TARGET 5		
CCEW		

6 FIGHTERS

3 SHUTTLES

THRUST:3

ARMOR:1

DEF: 7/10

