



# Llort Early Govall Destroyer

SPECS		MANEUVERING						COMBAT STATS					
Class: Hvy Combat Vsl		Turn Cost: 2/3 Speed						Fwd/Aft Defense: 15					
In Service: 2215		Turn Delay: 2/3 Speed						Stb/Port Defense: 15					
Point Value: 650		Accel/Decel Cost: 3 Thrust						Engine Efficiency: 2/1					
Ramming Factor: 150		Pivot Cost: 2+2 Thrust						Extra Power: 0					
Jump Delay: N/A		Roll Cost: 2+2 Thrust						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	
<b>Class-S Missile Rack</b>	
Class: Ballistic	
Missiles: 20	
Range Penalty: None	
Fire Control: +3/+3/+3	
Rate of Fire: 1 per 2 turns	
<b>Class-R Missile Rack</b>	
Class: Ballistic	
Missiles: 20	
Range Penalty: None	
Fire Control: +3/+3/+3	
Rate of Fire: 1 per turn	
<b>Class-L Missile Rack</b>	
Class: Ballistic	
Missiles: 20	
Range Penalty: None (+10)	
Fire Control: +3/+3/+3	
Rate of Fire: 1 per 2 turns	
<b>Scattergun</b>	
Class: Particle	
Modes: Standard	
Damage: 2d6+1	
Range Penalty: -2 per hex	
Fire Control: +0/+2/+5	
Intercept Rating: -2	
Rate of Fire: 1d6 per turn	
<b>Twin Array</b>	
Class: Particle	
Mode: Standard	
Damage: 1d10+4	
Range Penalty: -2 per hex	
Fire Control: +4/+5/+6	
Intercept Rating: -2	
Rate of Fire: 2 per turn	

## FORWARD HITS

- FORWARD HITS**  
1-5: Retro Thrust  
6: Port Thruster A  
7-8: Class-S Missile Rack  
9: Twin Array  
10: Class-R Missile Rack  
11-12: Class-L Missile Rack  
13-18: Forward Struct  
19-20: PRIMARY Hit

## AFT HITS

- 1-6: Main Thrust  
7-8: Scattergun  
9-10: Class-L Missile Rack  
11-12: Hangar  
13-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

- 1-9: Primary Struct  
10-12: Port(B)/Stb Thrust  
13-14: Sensors  
15-17: Engine  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

Limited Deployment (33%)

## SENSOR DATA

Defensive EW

Target #1

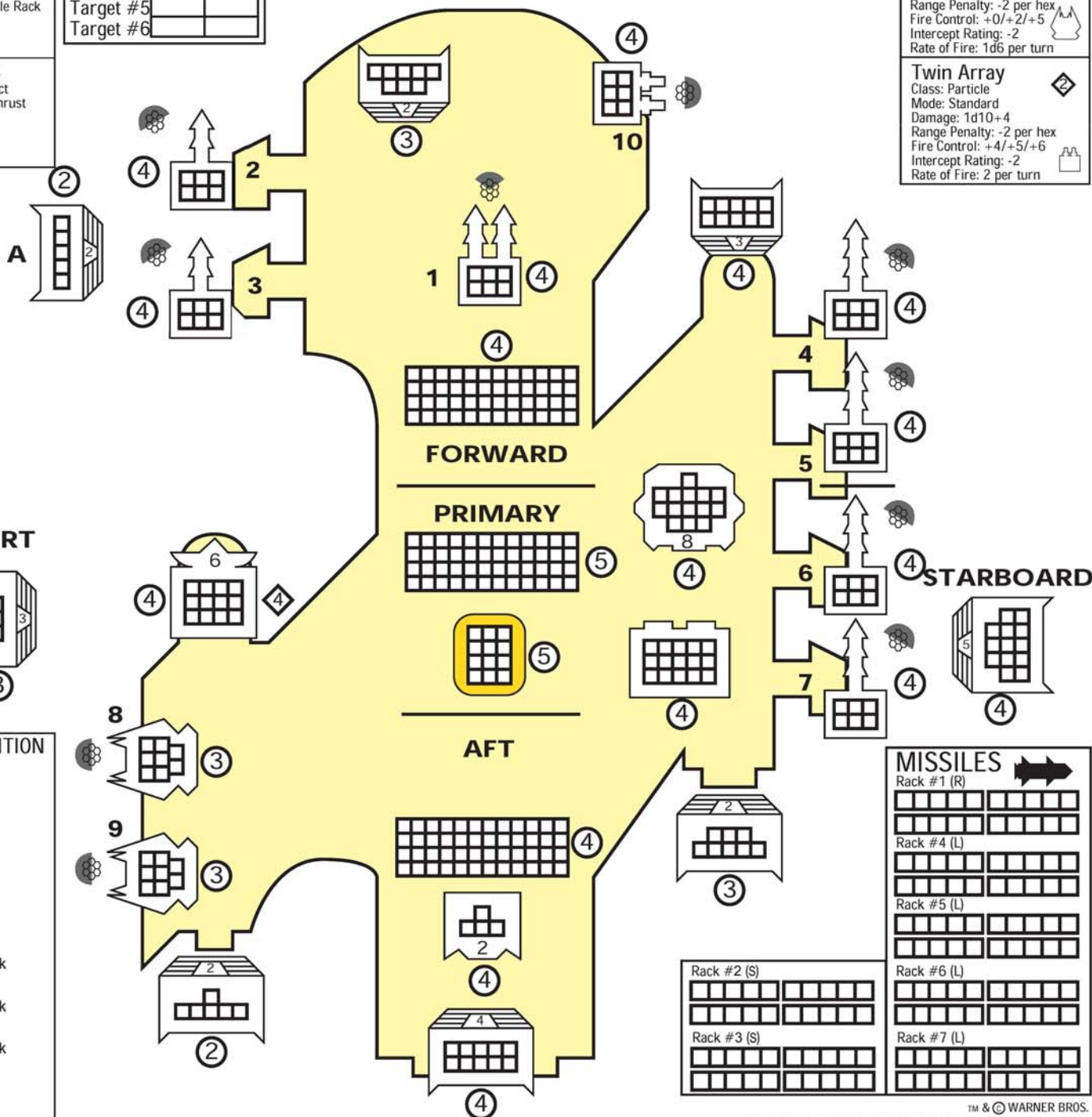
Target #2

Target #3







Target #4

Target #5

Target #6



## ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Reactor
-  Hangar
-  Class-R Missile Rack
-  Class-L Missile Rack
-  Class-S Missile Rack
-  Scattergun
-  Twin Array

## MISSILES

Rack #1 (R)



Rack #4 (L)

Rack #5 (L)

Rack #6 (L)

Rack #7 (L)