

# Lumati Lefanlos Destroyer

**SPECS**

Class: HCV  
 In Service: 1755  
 Point Value: 950  
 Ramming Factor: 150  
 Jump Delay: 16 Turns

**MANEUVERING**

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

**COMBAT STATS**

Fwd/Aft Defense: 13 (10)  
 Stb/Port Defense: 13 (10)  
 Engine Efficiency: 3/1  
 Extra Power: 0  
 Initiative Bonus: +7

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

**HANGAR**

6 Fighters  
 1 Shuttles: Thrust: 4  
 Armor: 0 Defense: 8/9  
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**WEAPON DATA**

**Photonic Cannon**  
 Class: Laser  
 Mode: Raking  
 Damage: 5d10+20  
 Range Penalty: -1 per 4 hexes  
 Fire Control: +3/+2/-  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 4 turns

**Photonic Pulsar**

Class: Laser  
 Mode: Pulse  
 Damage: 13 1d5 Times  
 Maximum Pulses: 6  
 Grouping Range: +1 per 3  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+3/+4  
 Intercept Rating: -2  
 Rate of Fire: 1 per 2 turns

**Photonic Cutter**

Class: Laser  
 Mode: Sustained  
 Damage: 2d10+15  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+3/+3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns  
*Attacks versus fighters are resolved in standard mode.*

**Photonic Screen**

Subtract shield factor from incoming chance to hit. Defense rating shown in parenthesis ( ) indicates value with shield active.

**FORWARD HITS**

1-5: Retro Thrust  
 6-7: Photonic Cutter  
 8-9: Photonic Cannon  
 10-11: Photonic Pulsar  
 12-18: Forward Structure  
 19-20: PRIMARY Hit

**AFT HITS**

1-5: Main Thrust  
 6-7: Photonic Cannon  
 8-9: Photonic Pulsar  
 10-18: Aft Structure  
 19-20: PRIMARY Hit

**PRIMARY HITS**

1-7: Primary Structure  
 8-9: Port/Stbd Thrust  
 10: Photonic Screen  
 11: Screen Generator  
 12-13: Jump Engine  
 14: Sensors  
 15-16: Engine  
 17: Hangar  
 18-19: Reactor  
 20: C&C

**SENSOR DATA**

Defensive EW [ ]

Target #1 [ ] [ ]

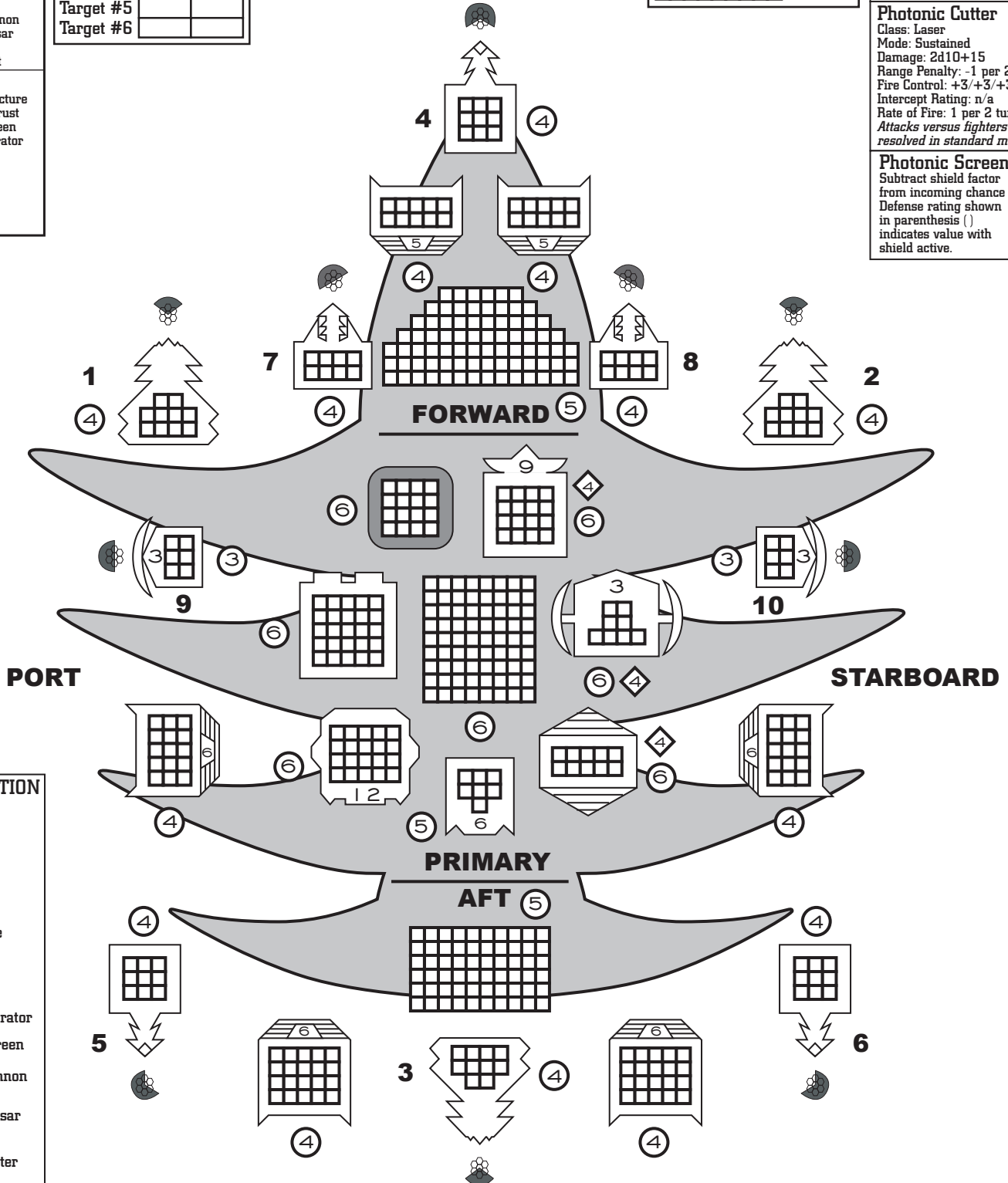
Target #2 [ ] [ ]

Target #3 [ ] [ ]

Target #4 [ ] [ ]

Target #5 [ ] [ ]

Target #6 [ ] [ ]


**ICON RECOGNITION**

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Screen Generator
- Photonic Screen
- Photonic Cannon
- Photonic Pulsar
- Photonic Cutter