

Lumati Courzanalem Destroyer

SPECS

Class: Medium Ship
In Service: 2178
Point Value: 340
Ramming Factor: 40
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +12

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	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Burst Beam

Class: Electromagnetic
Mode: Standard
Damage: None
Range Penalty: -2 per hex
Fire Control: +2/+2/+4
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: -1 power if structure hit; deactivates power-using systems; +4 criticals to non-powered systems; forces auto-dropout on fighters. See rules.

Flux Cannon

Class: Molecular
Mode: Standard
Damage: 1d10+5
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+2
Intercept Rating: -2
Rate of Fire: 1 per turn

Light Flux Cannon

Class: Molecular
Mode: Standard
Damage: 1d10+2
Range Penalty: -1 per hex
Fire Control: +1/+2/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

Twin Light Flux Cannon

Class: Molecular
Mode: Standard
Damage: 1d10+2
Range Penalty: -1 per hex
Fire Control: +1/+2/+4
Intercept Rating: -2
Rate of Fire: 2 per turn
Special: Can combine both shots into a single volley, scoring 2d10 damage.

FORWARD HITS

1-4: Retro Thrust
5-6: Burst Beam
7-8: Light Flux Cannon
9-11: Structure
12-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-10: Light Flux Cannon
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9-11: Twin Lt Flux Cannon
12-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

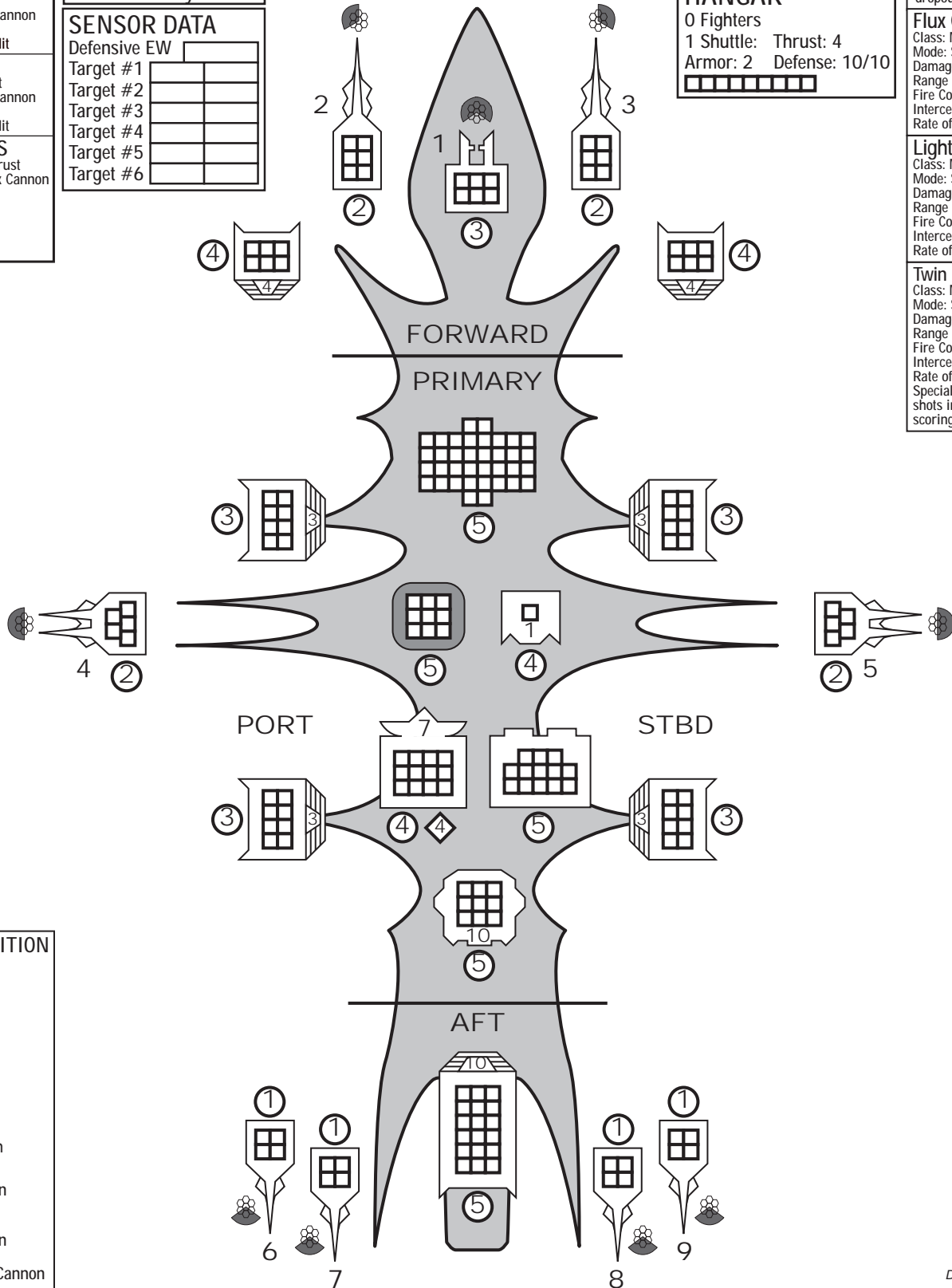
Target #6

HANGAR

0 Fighters

1 Shuttle: Thrust: 4

Armor: 2 Defense: 10/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Burst Beam
- Flux Cannon
- Twin Light Flux Cannon
- Light Flux Cannon