



# Morthren Sol'kreen'zak'na Destroyer

## SPECS

Class: Medium Ship  
In Service: ????  
Point Value:  
Ramming Factor: 80  
Jump Delay: 28 Turns

## MANEUVERING

Turn Cost: 1/3 Speed  
Turn Delay: 1/3 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 2 Thrust  
Roll Cost: 2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 12  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +13

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

## WEAPON DATA

Plasma Ray  
Class: Plasma  
Modes: Raking (8)  
Dmg: 3d10+8 (-1 per 2 hexes)  
Range Penalty: -1 per 2 hexes  
Fire Control: +4/+2/--  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

Atomic Agitator  
Class: Molecular  
Modes: Standard  
Damage: 1d6+12  
Range Penalty: -1 per hex  
Fire Control: +2/+3/+4  
Intercept Rating: -1  
Rate of Fire: 1 per turn  
Special: Destroys all armor of system hit.

Atomic Agitator Turret  
Class: Molecular  
Modes: Standard  
Damage: 1d6+12  
Range Penalty: -1 per hex  
Fire Control: +2/+3/+4  
Intercept Rating: -1  
Rate of Fire: 2 per turn  
Special: Destroys all armor of system hit.

Deflector Shield  
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

## FORWARD HITS

1-3: Thruster  
4-5: Deflector Shield  
6-8: Plasma Ray  
9-10: Atomic Agitator  
11-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-4: Thruster  
5-7: Deflector Shield  
8-10: Atomic Agitator Turret  
11-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-10: Port/Stbd Thruster  
11-12: Shield Generator  
13-14: Sensors  
15-16: Engine  
17: Hangar  
18-19: Reactor  
20: C&C

## SPECIAL NOTES

Agile Ship  
Gravitic Drive System  
Atmospheric Capable

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

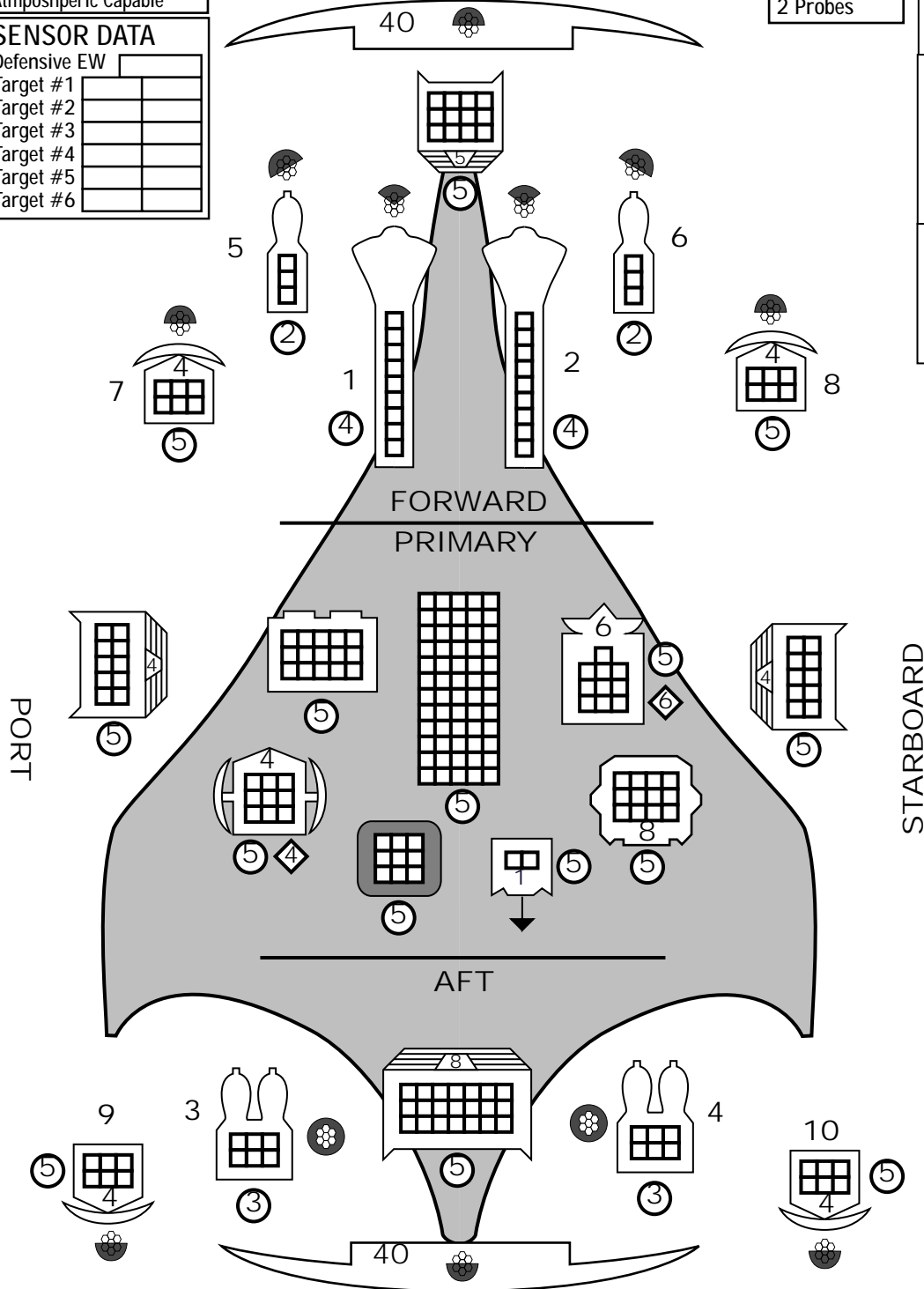
Target #4

Target #5

Target #6

## HANGAR

0 Fighters  
2 Probes



## ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Plasma Ray
- Atomic Agitator Turret
- Atomic Agitator