



## Harrier Class Destroyer (Pyrian Hierarchy)

### SPECS

Class: Heavy Combat Vsl  
In Service: ?  
Point Value: ?2400?  
Ramming Factor:  
Slip Delay: 15 Turns

### MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 5 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 3+3 Thrust

### COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 14  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: 0

### WEAPON DATA

Strange Matter Torpedo  
Class: Ballistic-2  
Mode: Matter  
Damage: Special\*  
Launch Range: 10  
Range Penalty: -1/3 per hex after 10  
Fire Control: +4/+4/+4  
Rate of Fire: 1 per 2 turns  
Damage: Removes Free thrust on ship  
causes possible drop out on fighters.  
See Rules.

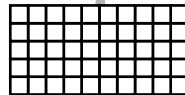
Plasma Spear  
Class: Plasma  
Mode: standard.piercing  
Damage: 3d10+12 -2/hex  
Range Penalty: -1 / hex  
Fire Control: +3/+3/-4  
Intercept Rating: none  
Rate of Fire: 1 per 2 turns

### SPECIAL NOTES:

Gravitic Drive  
Cold Plasma Armor  
On Forward Section Only

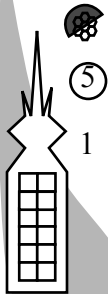
### SENSOR DATA

Defensive	EW
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

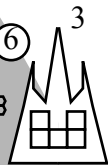


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FORWARD



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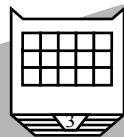


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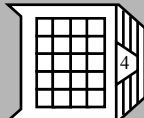


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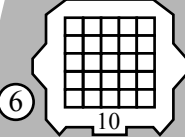
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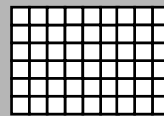
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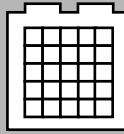
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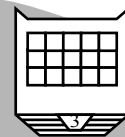
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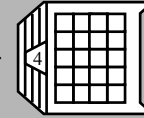
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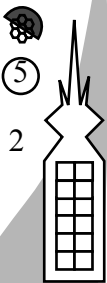


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PRIMARY

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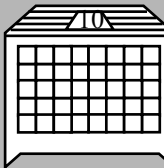
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### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Slipstream Engine
- Reactor
- Hangar
- Self Repair
- Plasma Spear
- Plasma Burster
- Light Plasma Burster
- Strange Matter Torp

Plasma Burster  
Class: Plasma  
Mode: Flash  
Damage: 2d10+8-1/2hexes  
Range Penalty: -1 / hex  
Fire Control: +1/+2/+4  
Intercept Rating: none  
Rate of Fire: 1 per 2 turns

Light Plasma Burster  
Class: Plasma  
Mode: Flash  
Damage: 1d10+4-1/2hexes  
Range Penalty: -2 / hex  
Fire Control: +1/+2/+4  
Intercept Rating: none  
Rate of Fire: 1 per turn

HANGAR  
4 Shuttles

Cold Plasma Armor  
Forward Section only  
Level 3