



FORCE Fleet Destroyer

SPECS

Class: Hvy Combat Vsl
In Service: n/a
Point Value: 460
Ramming Factor: 115
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +6

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

Class-S Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Medium Hellwhip

Class: Plasma/Laser
Modes: R (8)
Damage: 2d10 + 10
Range Penalty: -1/3 hexes
Fire Control: +3/+2/-3
Intercept Rating: N/A
Rate of Fire: 1 per 2 turns

Standard Particle Beam

Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-4: Retro Thrust
5-7: Class-S Missile
8-9: Medium Hellwhip
10-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7: Medium Hellwhip
8-10: Std Particle Beam
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-10: Port/Stb Thrust
11-12: Sensors
13-14: Engine
15-16: Hangar
17-18: Reactor
19-20: C&C

SENSOR DATA

Defensive EW

Target #1

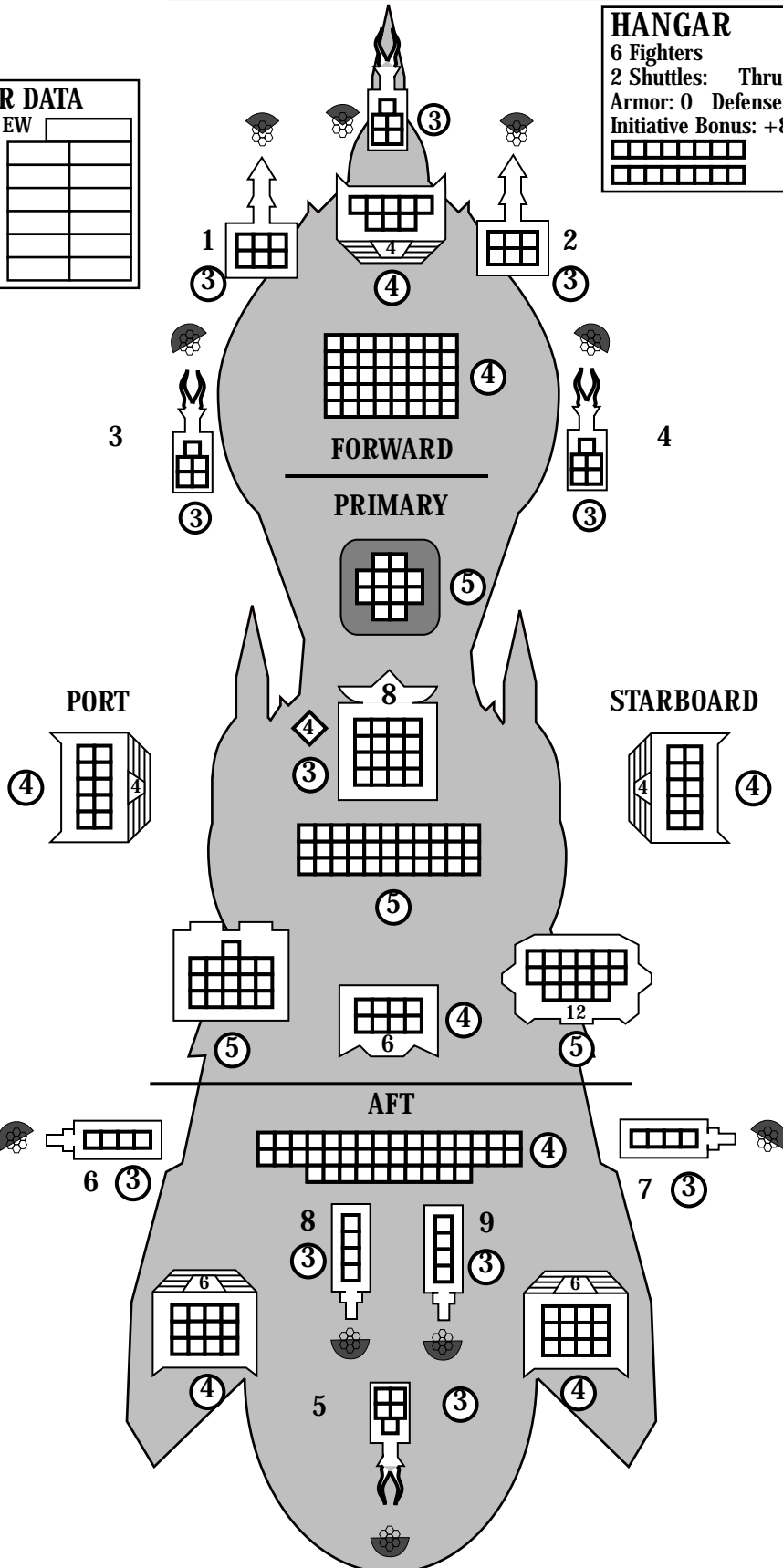
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Class-S Missile Rack
- Medium Hellwhip
- Std Particle Beam