Version 1: 2E/HU

Name: _____ Counter: _____

Brixadii Battle Destroyer

SPECS
Class: Hvy Combat Vsl
In Service: 1957
Point Value: 400
Ramming Factor: 90
Jump Delay: n/a

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

COMBAT STATS
Fwd/Aft Defense: 12
Stb/Port Defense: 13
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	1	2	2	2	3	3	3	4	4	4

FORWARD HITS
1-5: Retro Thrust
6-7: Lt Particle Projector
8-10: Hvy Particle Shot
11-12: Part. Proj. / Struct.
11-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS
1-8: Main Thrust
9-10: Particle Shot
11-18: Aft Structure
19-20: PRIMARY Hit

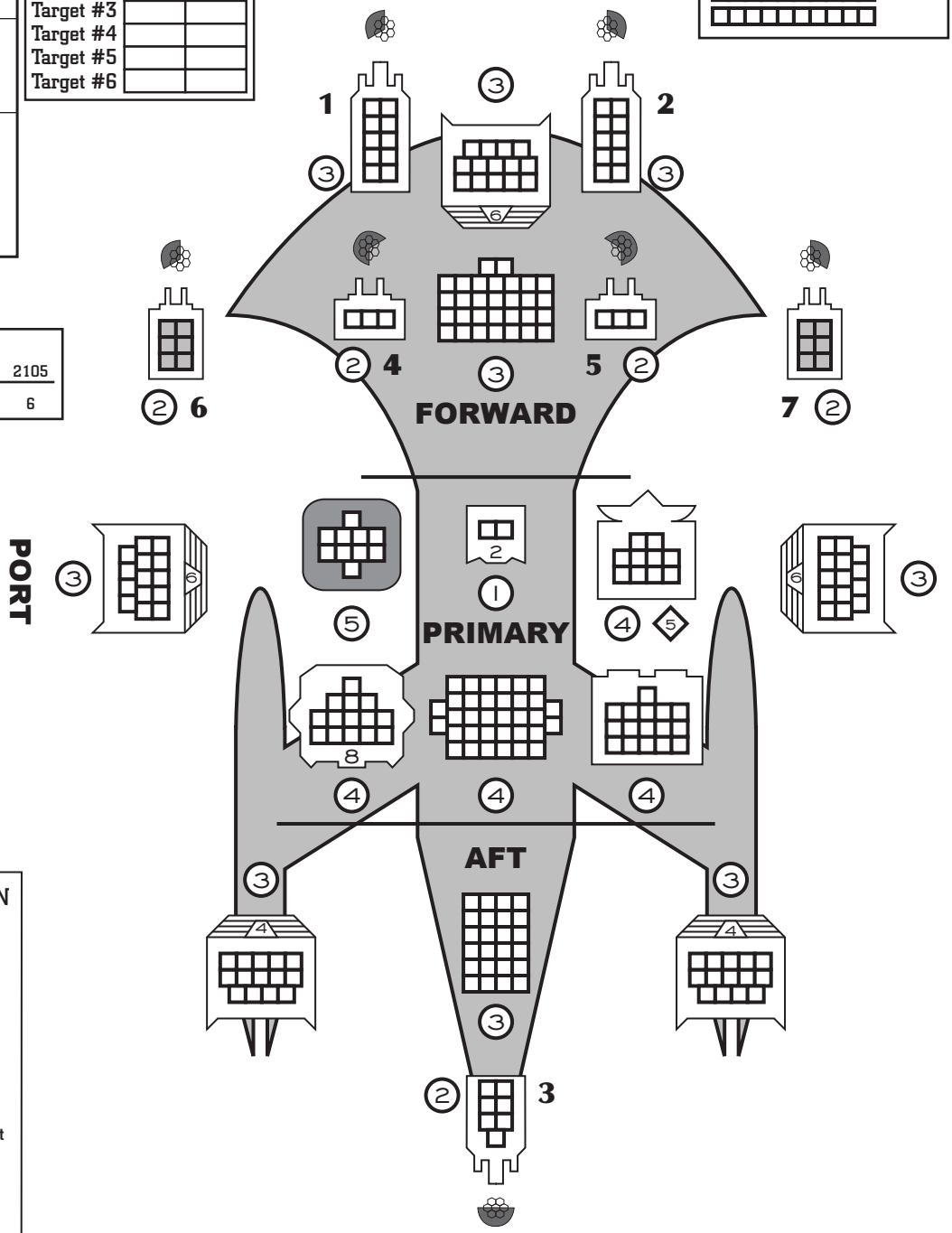
PRIMARY HITS
1-7: Primary Structure
8-10: Port/Stb Thrust
11-13: Sensors
14-16: Engine
17: Hanger
18-19: Reactor
20: C&C

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

MAIN HANGAR
2 Shuttles: Thrust: 6
Armor: 0 Defense: 9/11

SENSOR REFIT

System	1957	2105
Sensors	5	6



WEAPON DATA

Heavy Particle Shot
Class: Particle
Modes: Standard
Damage: 2d10+9
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/--
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Particle Shot
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

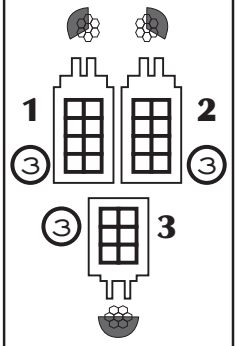
Lt. Particle Projector
Class: Particle
Mode: Standard
Damage: 1d6+2
Range Penalty: -2 per hex
Fire Control: +2/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

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

Hvy Particle Projector
Class: Particle
Mode: Standard
Damage: 2d10+8
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

ICON RECOGNITION
- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Heavy Particle Shot
- Particle Shot
- Light Particle Projector
- Particle Projector
- Heavy Particle Projector

2105 Refit



Point Value: 450
1. Add shaded Particle Projectors 6 and 7.
2. Replace Hvy Particle Shots 1 & 2 with Hvy Particle Projectors 1 and 2. Replace Particle Shots 3 and 4 with Particle Projectors 3 and 4. Armor and arcs as shown.

DESIGN BY Jeremy and Geoffrey Stano