

# Craytan Topren Patrol Destroyer

SPECS			MANEUVERING					COMBAT STATS				
Class: Hvy Combat Vsl			Turn Cost: 1/2 Speed					Fwd/Aft Defense: 13				
In Service: 2135			Turn Delay: 1/2 Speed					Stb/Port Defense: 14				
Point Value: 500			Accel/Decel Cost: 3 Thrust					Engine Efficiency: 3/1				
Ramming Factor: 150			Pivot Cost: 2+2 Thrust					Extra Power: 0				
Jump Delay: n/a			Roll Cost: 2+2 Thrust					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

## FORWARD HITS

- 1-3: Retro Thrust
- 4-5: Assault Cannon
- 6-8: Heavy Plasma Cannon
- 9-10: Triple Chatter Cannon
- 11-12: Particle Bolt
- 13-18: Forward Structure
- 19-20: PRIMARY Hit

## AFT HITS

- |        |                     |
|--------|---------------------|
| 1-6:   | Main Thrust         |
| 7-8:   | Light Plasma Cannon |
| 9-10:  | Particle Bolt       |
| 11-18: | Aft Structure       |
| 19-20: | PRIMARY Hit         |

## PRIMARY HITS

- |        |                   |
|--------|-------------------|
| 1-8:   | Primary Structure |
| 9:     | Magazine          |
| 10-12: | Port/Stb Thrust   |
| 13-14: | Sensors           |
| 15-16: | Engine            |
| 17:    | Hanger            |
| 18-19: | Reactor           |
| 20:    | C&C               |

## MAGAZINE CRITICAL HITS

- 1-10: No Critical  
11-14: No Critical, add 1 to next roll  
15-18: All weapons using the magazine roll a D6. On a 5 or 6 they take one extra turn to load (ie a light bil-pro cannon takes 3 not 2 turns to load).  
19-26: All weapons that use the magazine take 1/3 longer (round up) to load.  
27+: The magazine explodes. No ammunition can be drawn from it, the ship takes raking 10 damage equal to the average damage for each weapon that drew ammo from the magazine.

## SENSOR DATA

## Defensive EW

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

## HANGAR



2 Shuttles: Thrust: 5

**Armor: 0    Defense: 10/10**

[illegible]

## WEAPON DATA



## Assault Cannon

Class: Bil-Pro   
 Mode: Standard  
 Damage: 2d10+12  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +2/+1/--  
 Intercept Rating: --  
 Rate of Fire: 1 per 4 turns  
 OR  
 High Explosive Round   
 Mode: Flash  
 Damage: 2d10+6

### Heavy Plasma Cannon

Class: Plasma  
Modes: Standard  
Dmg: 4d10+8 (-1 per 2 hexes)  
Range Penalty: -2 per 3 hexes  
Fire Control: +3/+1/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

### Light Plasma Cannon

Class: Plasma   
Modes: Standard  
Dmg: 2d10+2 (-1 per 2 hexes)  
Range Penalty: -1 per hex  
Fire Control: +3/+1/-5   
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns





### Triple Chatter Cannon

**Class:** Bil-Pro  
**Mode:** Standard  
**Damage:** 1d6+3  
**Range Penalty:** -3 per hex  
**Fire Control:** +1/+1+3  
**Intercept Rating:** -1 (ballistic only)  
**Rate of Fire:** 3 per turn

## Particle Bolt

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

## ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Reactor
-  Hangar
-  Magazine
-  Assault Cannon
-  Heavy Plasma Cannon
-  Light Plasma Cannon
-  Particle Bolt
-  Triple Chatter Cannon

