

Name: _____ Counter: _____



Earthling Destroyer

SPECS

Class: Medium
In Service: StarCon
Point Value: 310
Ramming Factor: 65
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12 (11)
Stb/Port Defense: 13 (12)
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +12

WEAPON DATA

Class-L Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None (+10)
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Laser Cutter

Class: Laser
Modes: Raking (6)
Damage: 4d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Laser Defence Grid

Class: Laser
Mode: Pulse (Special)
Damage: 1d10+2
Range Penalty: None (max 4)
Fire Control: +0/+0/+4
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Up to 6 shots at any enemy unit per turn. Follows Pulsar Mine rules. Decreases ship profile by 1 vs non laser attacks if grid is in arc.

Flash Missile

Mode: Flash
Damage: 20
Max Range: 20 hexes
Fire Control: +0/+0/-
Interception Rating: n/a

MISSILES

Rack #1
[Grid of 20 missile slots]

FORWARD HITS

1-3: Retro Thrust
4-5: Class-L Rack
6-8: Laser Cutter
10-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7: Hangar
8-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-6: Port/Stbd Thrust
7-10: Laser Defence Grid
11-13: Sensors
14-16: Engine
17-18: Reactor
19-20: C&C

SPECIAL NOTES

Agile Ship
No Snap Turns or Skindancing allowed
Atmospheric Capable

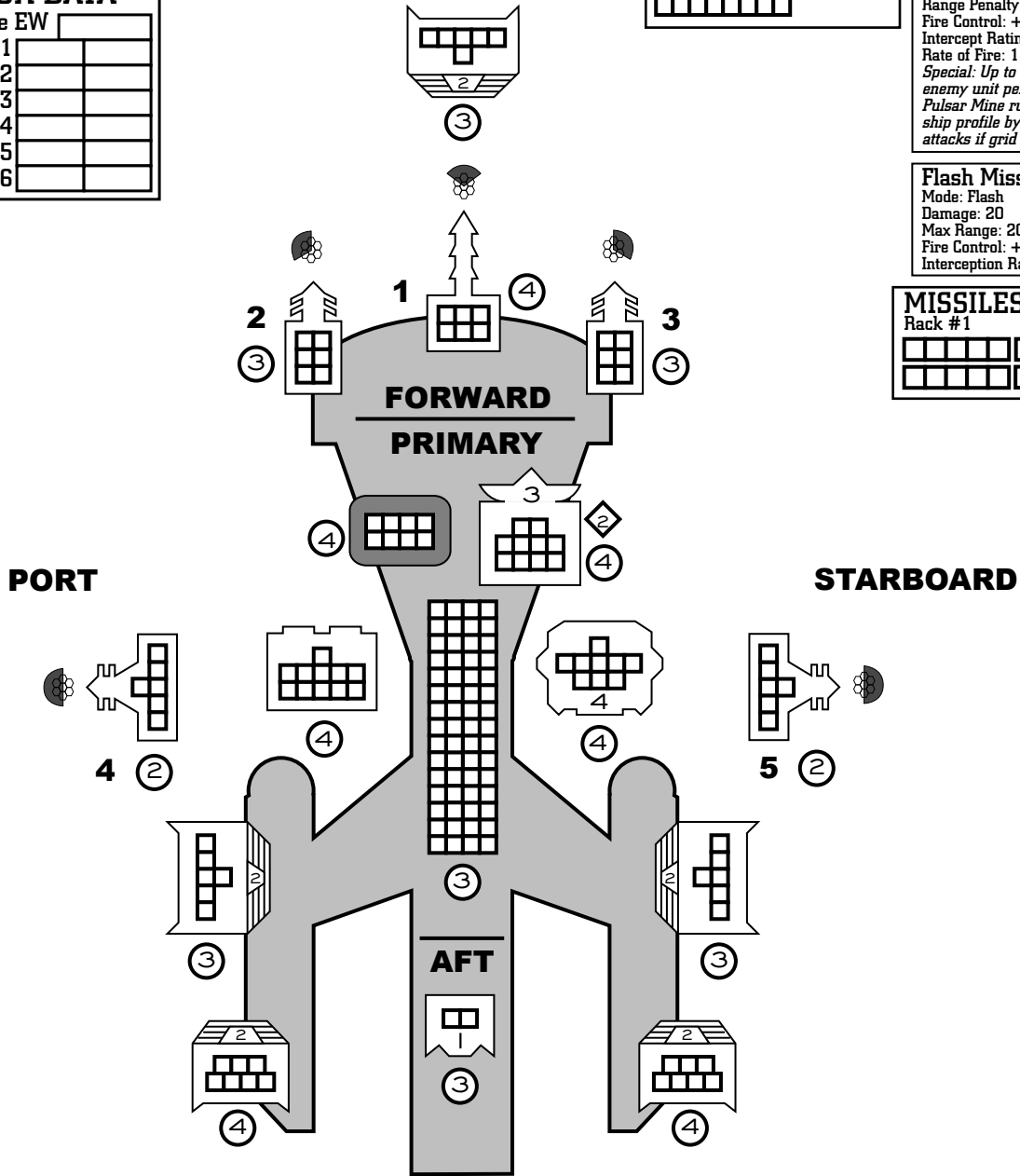
SENSOR DATA

Defensive EW [Grid]
Target #1 [Grid]
Target #2 [Grid]
Target #3 [Grid]
Target #4 [Grid]
Target #5 [Grid]
Target #6 [Grid]

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

HANGAR

0 Fighters
2 Shuttle: Thrust: 3
Armor: 0 Defense: 9/9
[Grid]
[Grid]



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- Hangar
- Class-L Missile Rack
- Laser Cutter
- Laser Defence Grid