







TC Gilgamesh Destroyer

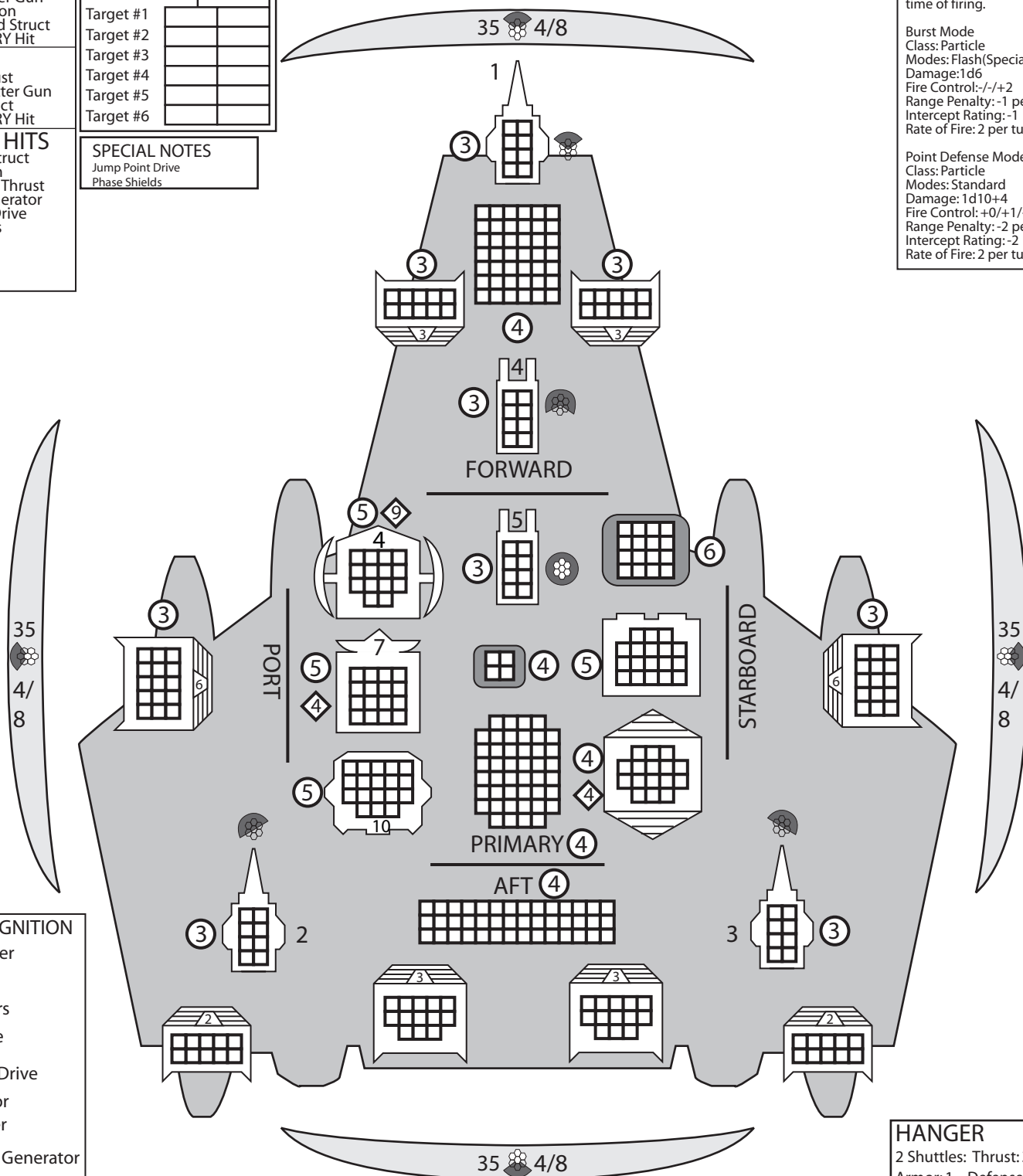


SPECS	MANEUVERING	COMBAT STATS
Class: Heavy Combat Vsl	Turn Cost: 2/3 x Speed	Fwd/Aft Defense: 15
In Service: 2660s?	Turn Delay: 2/3 x Speed	Stb/Port Defense: 15
Point Value: 700	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 4/1
Ramming Factor: 130	Pivot Cost: 2+2 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +7
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA	
Anti-Matter Gun Class: Anti-Matter Modes: Standard Damage: 1d10+21 Range Penalty: -1 per 2 Fire Control: +4/+2/-1 Intercept Rating: n/a Rate of Fire: 1 per 2 turns	 
Flak Cannon This weapon may fire in either point defense or burst mode, chosen at the time of firing. Burst Mode Class: Particle Modes: Flash(Special) Damage: 1d6 Fire Control: -/+2 Range Penalty: -1 per hex Intercept Rating: -1 Rate of Fire: 2 per turn	 
Point Defense Mode Class: Particle Modes: Standard Damage: 1d10+4 Fire Control: +0/+1/+6 Range Penalty: -2 per hex Intercept Rating: -2 Rate of Fire: 2 per turn	

FORWARD HITS
1-5: Retro Thrust
6-7: Anti-Matter Gun
8-9: Flak Cannon
10-18: Forward Struct
19-20: PRIMARY Hit
AFT HITS
1-7: Main Thrust
8-11: Anti-Matter Gun
12-18: Aft Struct
19-20: PRIMARY Hit
PRIMARY HITS
1-7: Primary Struct
8: Flak Cannon
9-10: Port/Stb Thrust
11: Shield Generator
12-13: Jump Drive
14-15: Sensors
16-17: Engine
18: Hanger
19: Reactor
20: C & C

SENSOR DATA		
Defensive EW		
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		
SPECIAL NOTES		
Jump Point Drive		
Phase Shields		



ICON RECOGNITION
🚀 Thruster
🏠 C & C
📡 Sensors
⚙️ Engine
🚀 Jump Drive
🏠 Reactor
🏠 Hanger
🛡️ Shield Generator
🔥 Anti-Matter Gun
🔫 Flak Cannon

HANGER
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10
🛡️ 10
🛡️ 10