

TC Exeter Destroyer



SPECS

Class: Heavy Combat Vsl
In Service: 2650s?
Point Value: 600
Ramming Factor: 130
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 4/1
Extra Power: +0
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

Neutron Bolter
Class: Molecular
Modes: Standard
Damage: 18
Fire Control: +3/+2/+0
Range Penalty: -1/2 hexes
Intercept Rating: N/A
Rate of Fire: 1 per 2 turns

Laser Turret
Class: Laser
Modes: Standard
Damage: 1d10+5
Fire Control: +4/+4/+2
Range Penalty: -1/hex
Intercept Rating: -1
Rate of Fire: 1 per turn

Mass Driver Turret
Class: Matter (Apply Armor)
Modes: Standard
Damage: 1d10+5
Fire Control: +2/+2/+3
Range Penalty: -2 per hex
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-5: Retro Thrust
6-8: Neutron Bolter
9-10: Laser Turret
11-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Laser Turret
10-11: Mass Driver Turret
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Struct
7-8: Mass Driver Turret
9-10: Port/Stb Thrust
11: Shield Generator
12: Jump Drive
13-14: Sensors
15-16: Engine
17-18: Hanger
19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

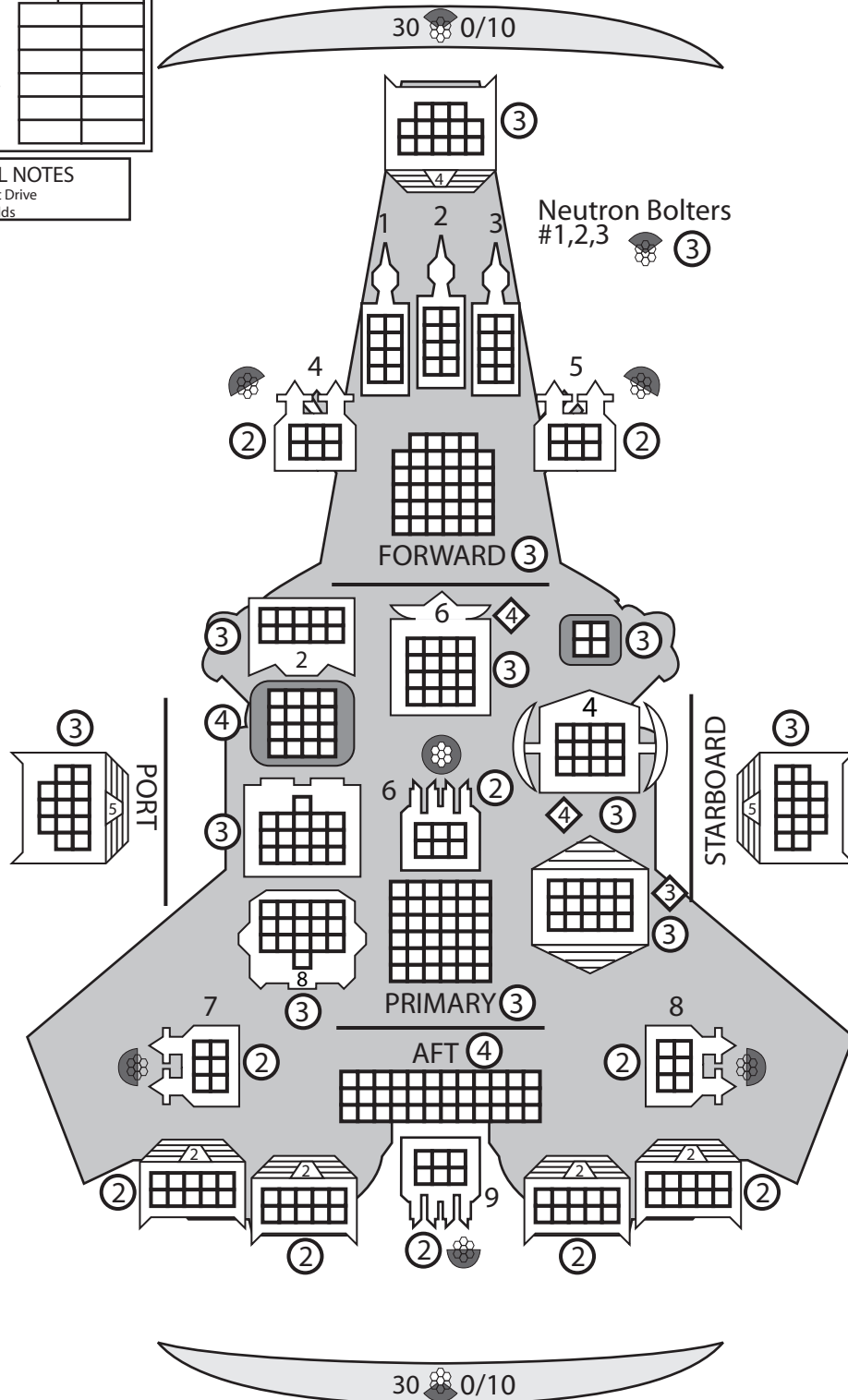
Target #5

Target #6

SPECIAL NOTES

Jump Point Drive

Phase Shields



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Drive
- Reactor
- Hanger
- Neutron Bolter
- Laser Turret
- Mass Driver T.
- Shield Generator
- Shield

HANGER

8 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

10	10
10	10