



# Triplanetary League Destroyer

## Specifications:

Class: HCV  
In Service: 2209  
Point Value: 500  
Ramming Factor: 100  
Jump Delay: n/a

## Maneuvering:

Turn Cost: x1/2 Speed  
Turn Delay: x1/2 Speed  
Accel/Deccel: 3 Thrust  
Pivot Cost: 2+2 Thrust  
Roll cost: 2+2 Thrust

## Defense:

Fwd/Aft Def: 15  
Stb/Prt Def: 13  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative: +6

## PORT/STARBOARD HITS

1-5 Side Thrusters  
6-7 Laser Lance  
8 Light Laser  
9-10 SPB  
11-18 Structure  
19-20 Primary

## PRIMARY

1-4 Retro/Main Thruster  
5-10 Structure  
11 Hanger  
12 Cargo  
13-14 Missile Racks  
15 Sensors  
16-17 Engine  
18-19 Reactor  
20 C&C

## ELECTRONIC WARFARE

DEF. ECM		
TARGET 1		
TARGET 2		
TARGET 3		
TARGET 4		
TARGET 5		
TARGET 6		
CCEW		

## SPECIAL NOTES

Atmospheric capable  
Special Hit Port/Starboard  
Before 2245 S-missile Racks  
BPV 475  
After 2259, Gunsites on SPB  
and Lasers. BPV 535

6 Heavy Fighters

3 Shuttles

THRUST:3

ARMOR:0

DEF: 8/10

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## Laser Lance

Modes: R,P  
Damage: 3D10+6  
Range: -1 per 2 Hexes  
Fire Control: +3/+3/-5  
Intercept: N/A  
Rate of Fire: 1 per 3 Turns

## Type R Missile Rack

Class: Ballistic  
Missiles: 20  
Range Bonus: None  
Fire Control: +3/+3/+3  
Intercept: N/A  
Rate of Fire: 1 per Turn

## Standard Particle Beam

Class: Particle  
Mode: Standard  
Damage: 1D10+6  
Range: -1 per Hex  
Fire Control: +4/+4/+4  
Intercept: -2  
Rate of Fire: 1

## Light Laser

Mode: Raking  
Damage: 2D10+7  
Range: -1 / Hex  
Fire Control: +2/+1/-2  
Intercept: N/A  
Rate of Fire: 1/2

## Type R-Missile racks

### Rack #5

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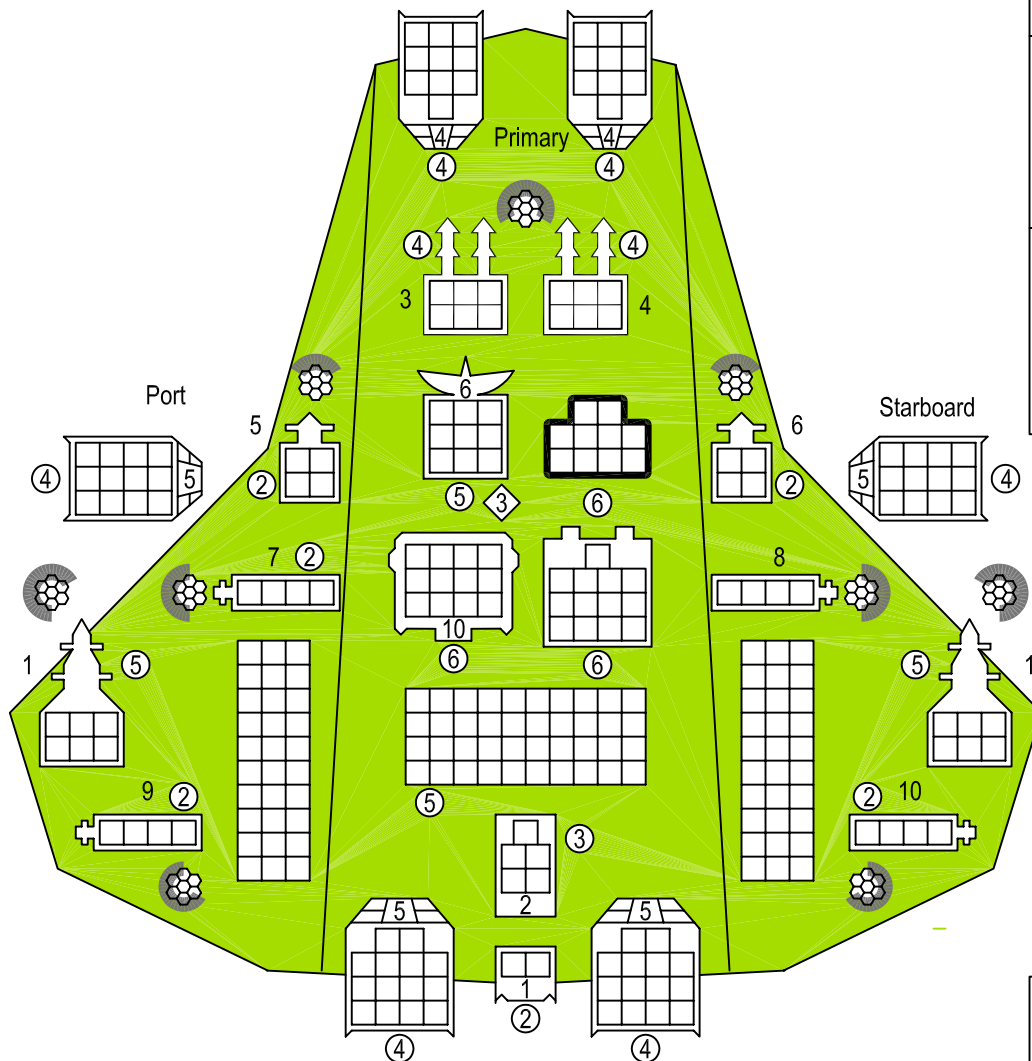
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## SPECIAL ICONS

Before 2245

## S-MISSILE RACK

CLASS: BALLISTIC  
MISSILES: 20  
RANGE PENELTY: NONE  
FIRE CON. +3/+3/+3  
INTERCEPT: N/A  
RATE OF FIRE: 1/2