

Vinzin Mymaride Destroyer

SPECS

Class: Hvy Combat Vsl
In Service: 2208
Point Value: 470
Ramming Factor: 130
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +8

WEAPON DATA

Twin Array

Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

Matter Cannon

Class: Matter
Modes: Standard
Damage: 2d10+2
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Med. Plasma Cannon

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

FORWARD HITS

1-5: Retro Thrust
6-9: Matter Cannon
10-12: Medium Plasma
13-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Twin Array
10-11: Engine
12-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Struct
8-11: Port/Stb Thrust
12-14: Sensors
15-17: Hangar
18-19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

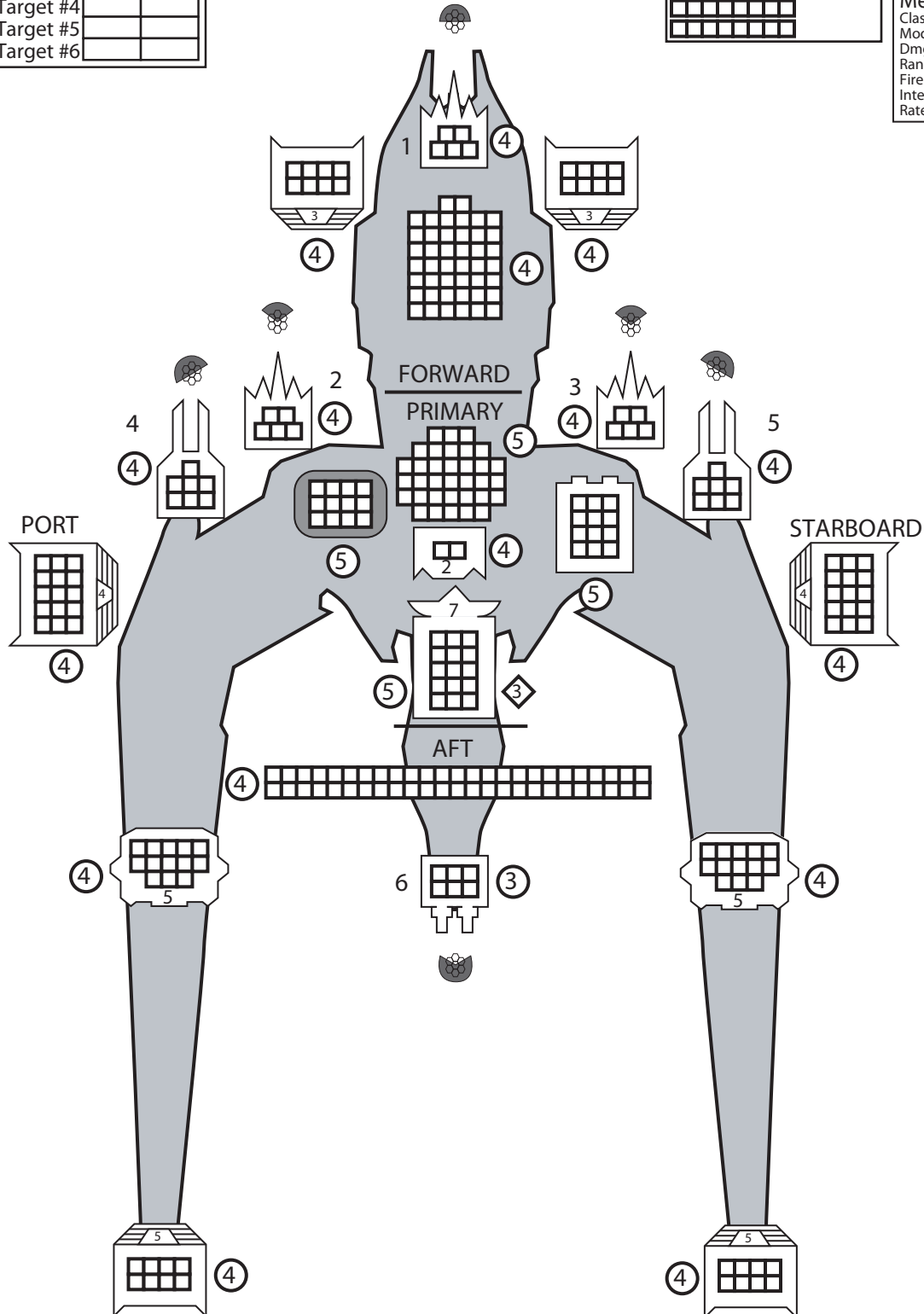
Target #6

HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 1 Defense: 10/12



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Med. Plasma Cannon
- Matter Cannon
- Twin Array