

Name: _____ Counter: _____

Attarn Defiance Escort Destroyer

SPECS

Class: Capital Ship
In Service: 1995
Point Value: 450
Ramming Factor: 290
Jump Delay: 24 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

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

FORWARD HITS

1-3: Retro Thrust
4-5: dual chatter
6-7: Dual Bil-pro cannon
8-9: Chatter
10-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6: triple chatter
8-10: Dual Med bil-pro
11-12: Dual chatter
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Struct
8-9: triple chatter
10-11: Port/Stb Thrust
12-13: Sensors
14-15: Engine
16: Hangar
17-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

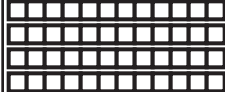
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR

0 Fighters

4 Cargo Shuttles: Thrust:3

Armor: 1 Defense: 10/12



WEAPON DATA

Medium Bil-Pro

Cannon Battery

Class: Bil-Pro
Mode: Standard
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/--
Intercept Rating: --
Rate of Fire: 1 per 2 turns
OR
High Explosive Round
Mode: Flash
Damage: 2d10+2

Triple Chatter Cannon

Class: Bil-Pro
Mode: Standard
Damage: 1d6+3
Range Penalty: -3 per hex
Fire Control: +1/+1/+3
Intercept Rating: -1 (ballistic only)
Rate of Fire: 3 per turn

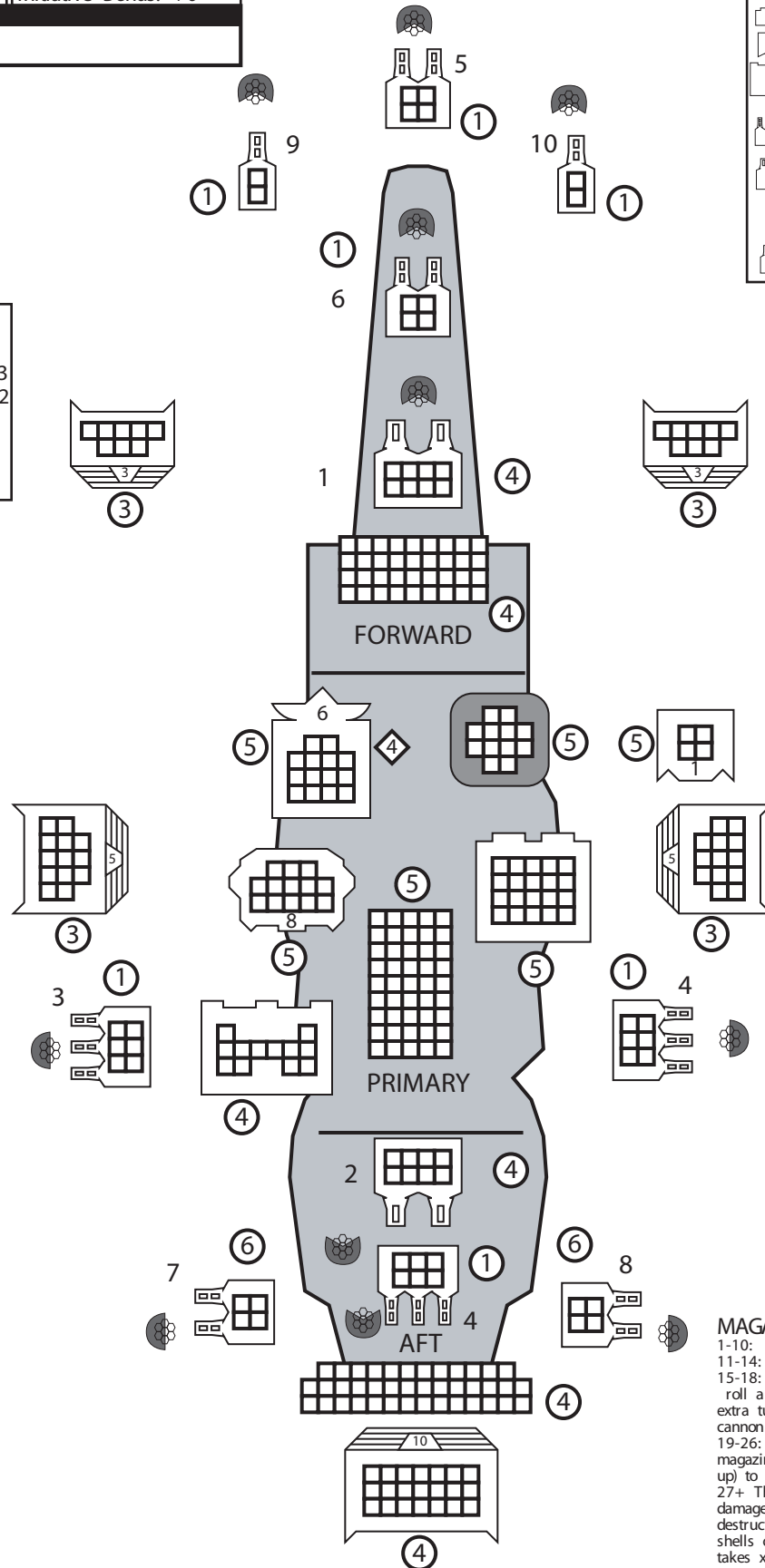
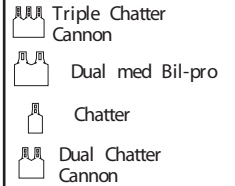
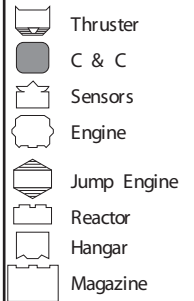
Dual Chatter Cannon

Class: Bil-Pro
Mode: Standard
Damage: 1d6+3
Range Penalty: -3 per hex
Fire Control: +1/+1/+3
Intercept Rating: -1 (ballistic only)
Rate of Fire: 2 per turn

Chatter Cannon

Class: Bil-Pro
Mode: Standard
Damage: 1d6+3
Range Penalty: -3 per hex
Fire Control: +1/+1/+3
Intercept Rating: -1 (ballistic only)
Rate of Fire: 1 per turn

ICON RECOGNITION



MAGAZINE CRITICAL HITS

1-10: No Critical
11-14: No Critical, add 1 to next roll
15-18: All weapons using the magazine roll a D6. On a 5 or 6 they take one extra turn to load (ie a light bil-pro cannon takes 3 not 2 turns to load).
19-26: All weapons that use the magazine take 1/3 longer (round up) to load.
27+ The magazine explodes. Whilst damage control prevents the immediate destruction of the ship the exploding shells cause heavy damage. The ship takes x points in raking 10hits

X=30point of damage