

# Excalber Destroyer

## SPECS

Class: Capital Ship  
In Service: 2267  
Point Value:  
Ramming Value: 405  
Jump Delay: 16 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 4+4 Thrust

## COMBAT STATS

Fwd/Aft Defense: 17  
Stb/Port Defense: 19  
Engine Efficiency: 4/1  
Extra Power: +0  
Initiative Bonus: +1

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

1-6: Retro Thrust  
7-9: Adv Med Neutron Laser  
10-11: Turret #1 Weapon  
12-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-6: Port/Stb Thrust  
7-8: Lightning Gun  
9-10: Turret #2  
11-12: Hvy Intercept Btty  
13-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

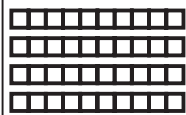
1-8: Main Thrust  
9-11: Adv Med Neutron Laser  
12-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
9: Turret #2  
10: Launch Spindle  
11-12: Lightning Gun  
13: Jump Engine  
14-15: Sensors  
16-17: Engine  
18: Hangar  
19: Reactor  
20: C & C

## HANGAR

24 Fighters  
4 Shuttles Thrust: 3  
Armor: 1 Defense: 8/10



## LAUNCH SPINDLES

6 Fighters  
0 Shuttles

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## SPECIAL NOTES

Unique Ship (Only 1 Exist)  
Gravitic Drive  
Plasteel/Poly-Crystalline Armor  
Weapon #9, #10 and #11  
must fire in the same 60° arc  
Weapon #12, #13 and #14  
must fire in the same 60° arc  
No Energy Web

## WEAPON DATA

**Advanced Med Neutron Laser**  
Class: Laser  
Modes: R, P, S  
Damage: 3d10+15  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+3/+2  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

## Hvy Pulse Cannon

Class: Particle  
Modes: Standard  
Damage: 15 1d5 times  
Maximum Pulses: 6  
Grouping Range: +1 per 4  
Range Penalty: -1 per 2 hexes  
Fire Control: +4/+3/-1  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

## Fusion Cannon

Class: Molecular  
Modes: Standard  
Damage: 1d10+9  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## Lightning Gun (Mega)

Class: Electromagnetic  
Modes: R (20), P  
Damage: 6d10+64  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+4/-  
Intercept Rating: n/a  
Rate of Fire: See Below  
Note: Non-interceptable.  
Requires at least 3 forward Adv. Med Neutron Lasers and all lightning cannons be available to fire. No other mode available. During firing of the Main Gun, no other weapon may fire. The following two turns the ship may not fire or maneuver and sensors are reduced to half rating during the same period of time.

## Hvy Interceptor Btty

Intercept Rating: -2  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Particle  
Modes: Standard  
Damage: 2d10+6  
Fire Control: -/-/+10  
Range Penalty: -2 per hex  
Note: Can switch modes with no delay period.

## Plasteel/Poly-Crystalline Armor

- Plasma Weapons do not ignore half the rated armor
- Matter weapons treat armor as 3 points lower
- Weapons which damage or destroy armor do not use these abilities
- Electromagnetic weapons which cause effects other than damage do not work though cause damage normally. If EM weapon ignores armor then half armor is applied.
- Raking weapons do not ignore armor on systems hit by subsequent sub-volleys, instead treating the armor at half value (round down).

## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Launch Spindle
- Adv Med Neutron Laser
- Hvy Pulse Cannon
- Fusion Cannon
- Lightning Gun
- Hvy Interceptor Btty

