



# IA Victory Class Destroyer (Prototype)

## SPECS

Class: Capital Ship  
In Service: 2266  
Point Value: 1350  
Ramming Factor: 440  
Jump Delay: 10 Turns

## MANEUVERING

Turn Cost: 4/3 Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 5+5 Thrust  
Roll Cost: 4+4 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 20  
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	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

## FORWARD HITS

1-3: Retro Thrust  
4-7: Proton Laser  
8-10: Hvy. Interceptor  
11-12: Triple L/P Array  
13-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-3: Port/Stb Thrust  
4-8: Ltg. Concentrator  
9-11: Heavy Interceptor  
12-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-4: Main Thrust  
5-7: Proton Laser  
8-10: Ltg. Concentrator  
11-12: Triple L/P Array  
13: Heavy Interceptor  
14-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-7: Primary Struct  
8-9: Engine  
10-11: Jump Engine  
12-13: Power Bank  
14-15: Sensors  
16-17: Hangar  
18-19: Reactor  
20: C & C

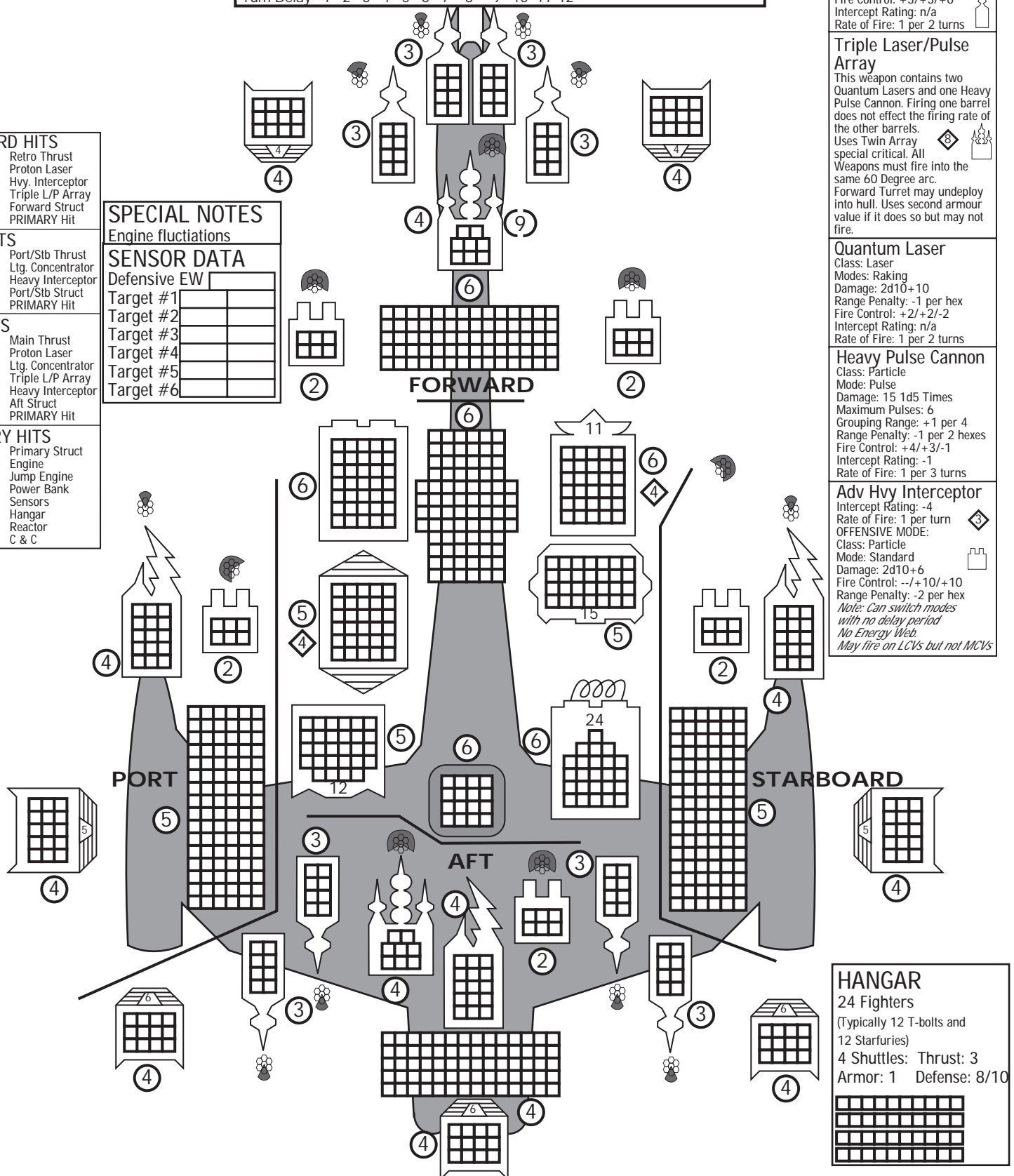
## SPECIAL NOTES

Engine fluctuations

## SENSOR DATA

Defensive EW

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



## WEAPON DATA

**Lightning Concentrator**  
Class: Electromagnetic  
Modes: P (Standard Sub volleys)  
Damage: 30d10+100  
Range Penalty: -1 per 5 hexes  
Fire Control: +5/+0/N/A  
Intercept Rating: n/a  
Rate of Fire: Special  
See Rules.

## Proton Laser

Class: Laser  
Modes: Raking  
Damage: 3d10+8  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+3/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

## Triple Laser/Pulse Array

This weapon contains two Quantum Lasers and one Heavy Pulse Cannon. Firing one barrel does not effect the firing rate of the other barrels.  
Uses Twin Array special critical. All Weapons must fire into the same 60 Degree arc.  
Forward Turret may undeploy into hull. Uses second armour value if it does so but may not fire.

## Quantum Laser

Class: Laser  
Modes: Raking  
Damage: 2d10+10  
Range Penalty: -1 per hex  
Fire Control: +2/+2/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

## Heavy Pulse Cannon

Class: Particle  
Mode: Pulse  
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 3 turns

## Adv Hvy Interceptor

Intercept Rating: -4  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Class: Particle  
Mode: Standard  
Damage: 2d10+6  
Fire Control: -/+10/+10  
Range Penalty: -2 per hex  
*Note: Can switch modes with no delay period  
No Energy Web  
May fire on LCVs but not MCVs*

## HANGAR

24 Fighters  
(Typically 12 T-bolts and 12 Starfuries)

4 Shuttles: Thrust: 3

Armor: 1 Defense: 8/10

