

Victory Advanced Destroyer Prototype

SPECS

Class: Capital Ship
In Service: 2268
Point Value: 3240
Ramming Factor: 410
Jump Delay: 12 Turns

MANEUVERING

Turn Cost: 3/2 Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 17
Sth/Port Defense: 20
Engine Efficiency: 5/1
Power Shortage: -63
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Delay	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

WEAPON DATA

Discharge Lance
Class: Electromagnetic
Mode: R (12), P
Damage: 8d10+15 (3 times)
Range Penalty: -1 per 3 hexes
Fire Control: +5/+2/-
Intercept Rating: n/a
Rate of Fire: Special
Special: All 3 shots must be fired, and must all be at 1 target or targets within 1 hex. Use of this weapon disables all power-using systems and the engine for 6 turns, see rules.

Assault Laser

Class: Laser
Modes: Raking
Damage: 3d10+4
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Medium Pulse Cannon

Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Improved Particle Beam

Class: Particle
Mode: Standard
Damage: 1d10+7
Range Penalty: -1 per hex
Fire Control: +4/+4/+5
Intercept Rating: -2
Rate of Fire: 1 per turn

Gatling Interceptor Array

Intercept Rating: -3
Rate of Fire: 3 per turn
OFFENSIVE MODE:
Class: Particle
Modes: Standard
Damage: 1d10+4
Fire Control: +2/+4/+8
Range Penalty: -2 per hex
Note: Can switch firing modes with no delay period.

Particle Impeder

Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Not Available

FORWARD HITS

1-4: Retro Thrust
5-6: Discharge Lance†
7-8: Assault Laser
9-10: Turret
11-12: Gatling Intercept. Array†
13-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Sth Thrust
5-7: Discharge Lance‡
8-9: Gatling Intercept. Array‡
10-11: Turret
12: Particle Impeder
13: Fighter Spindle
14-18: Port/Sth Struct
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Particle Impeder
9-11: Assault Laser
12: Fighter Spindle
13-18: Aft. Struct
19-20: PRIMARY Hit

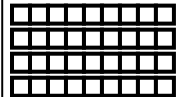
PRIMARY HITS

1-7: Primary Struct
8: Tractor Beam
9-10: Jump Drive
11-12: Sensors
13-15: Engine
16: Hanger
17-19: Reactor
20: C & C

† Any (defender's choice)
‡ Facing side or forward (ditto)

DOCKING BAY

24 Fighters (usually Starfury's)
4 Shuttles: Thrust: 3
Armour: 0 Defence: 8/8



1 Technomage Pinnacle
Up to 3 LCVs (see rules)

6 FIGHTER SPINDLES

3 Thunderbolts each

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Docking Bay
- Fighter Spindle
- Discharge Lance
- Assault Laser
- Med Particle Cannon
- Impr. Particle Beam
- Gatling Interceptor Array
- Particle Impeder
- Tractor Beam

SPECIAL NOTES

Gravitic Drive System
ELINT Ship
Restricted Deployment (10%)
Unique Ship
Adds +1 initiative bonus to all allied ships
Adds +2 initiative bonus to all ISA ships (including itself)
No Energy Web
Retractable Weapons (Gatling Interceptors & Turrets)
Hits to weapons 1, 19-21 & turrets overkills to facing structure block
P12-Telepath
Expert Analyst

SENSOR DATA

Defensive EW

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