

ISA Victory Destroyer Prototype

SPECS

Class: Capital Ship
In Service: 2266
Point Value:
Ramming Value: 405
Jump Delay: 16 Turns

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

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

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
11-18: 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

SENSOR DATA

Defensive EW

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

SPECIAL NOTES

Unique Ship (Only 2 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

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 Fusion Cannon

Class: Molecular
Modes: Standard
Damage: 2d10+14
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+3
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.

HANGAR

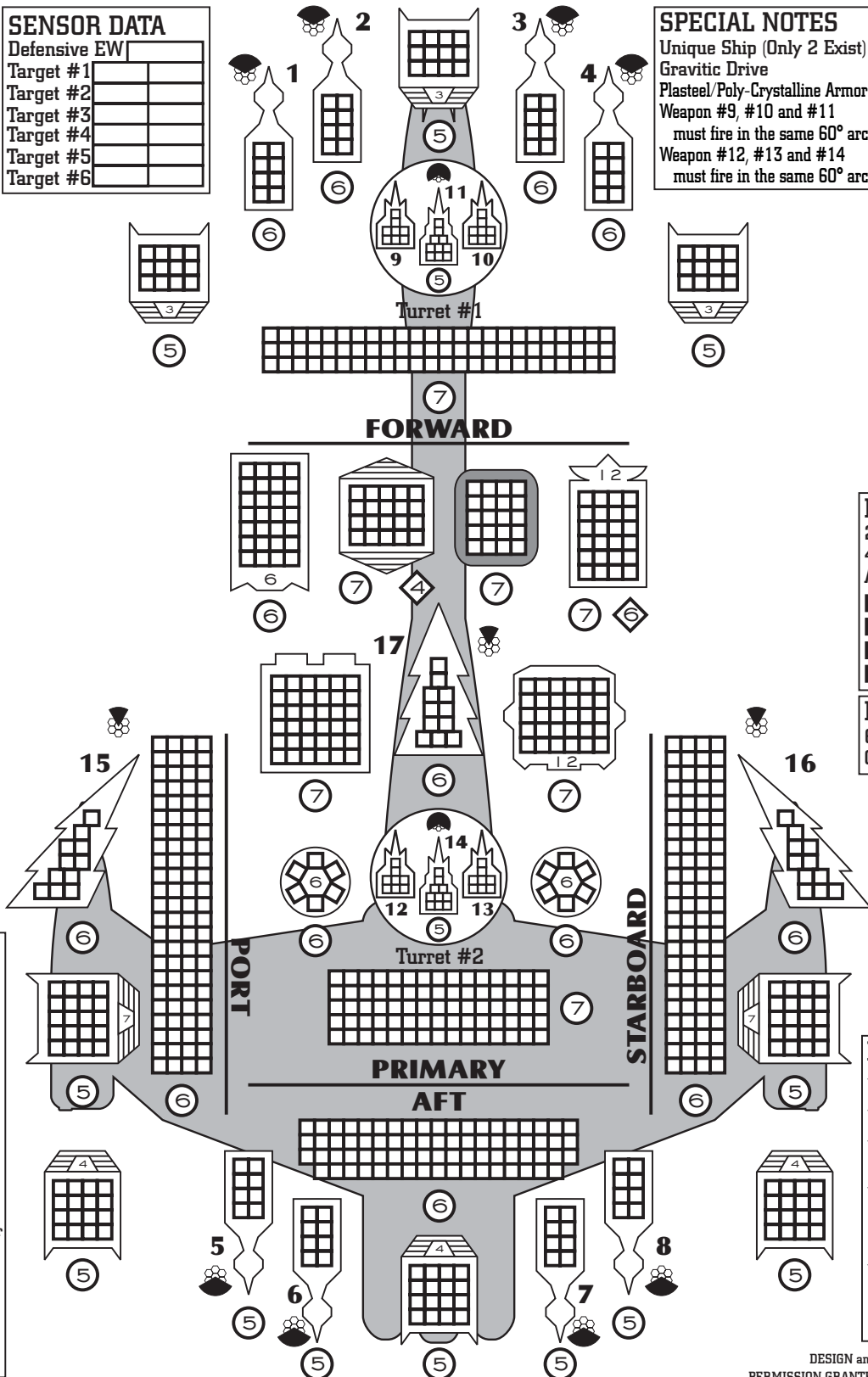
24 Fighters
4 Shuttles Thrust: 3
Armor: 1 Defense: 8/10

LAUNCH SPINDLES

6 Fighters Each
0 Shuttles Each

ICON RECOGNITION

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



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).