



IA Victory Class Destroyer

SPECS

Class: Capital Ship
In Service: 2267
Point Value: 1500
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
8-9: Ltg. Concentrator
10-11: Triple L/P Array
12-13: Heavy Interceptor
14-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Struct
7-8: Engine
9-10: Jump Engine
11: Ready Hangar
12-13: Power Bank
14-15: Sensors
16-17: Hangar
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

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

READY HANGAR

12 Thunderbolts
Special: All Fighters are ready to launch at all alertness levels. Ship may not maneuver during launch turn. May not recover fighters. See rules

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

