



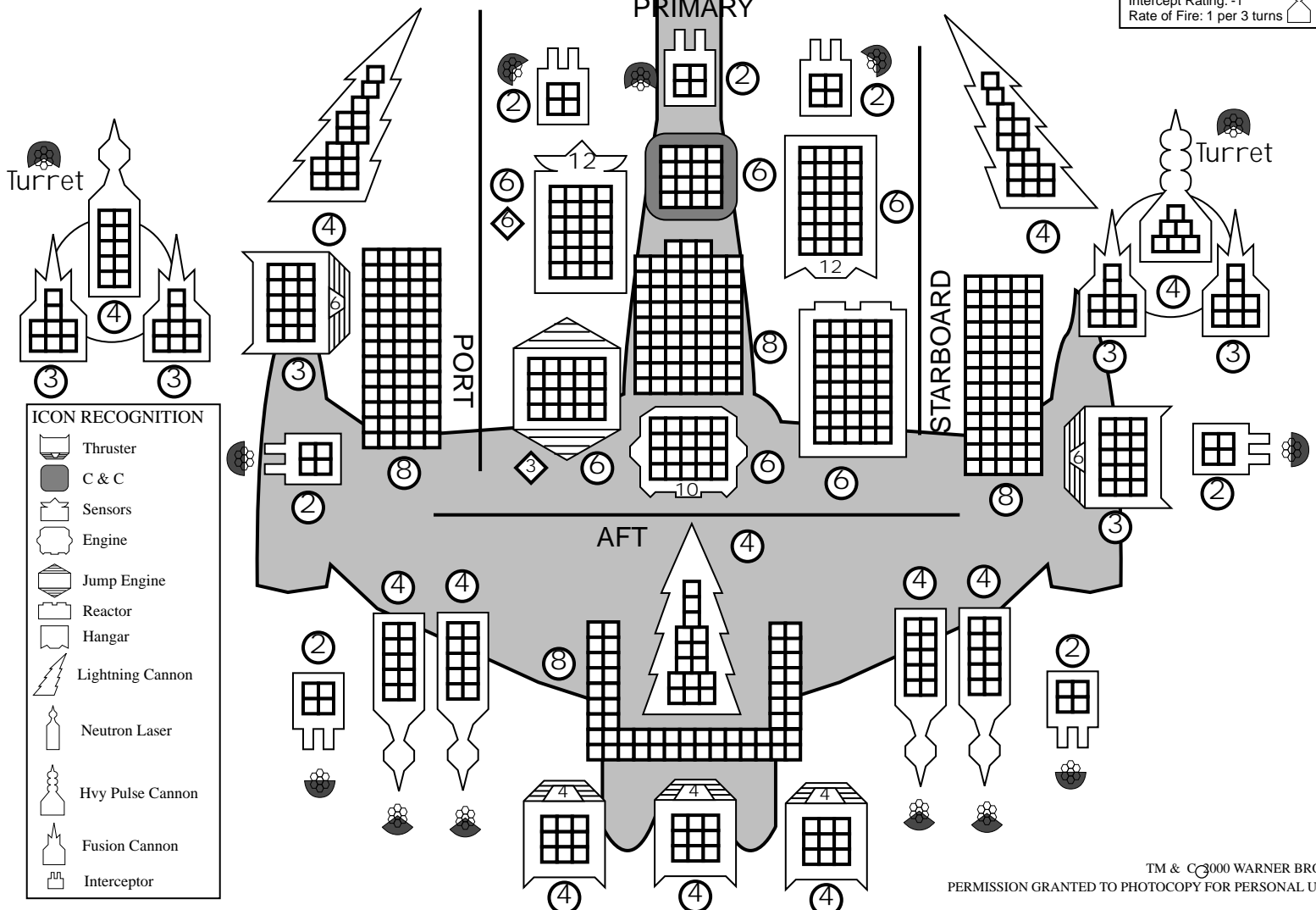
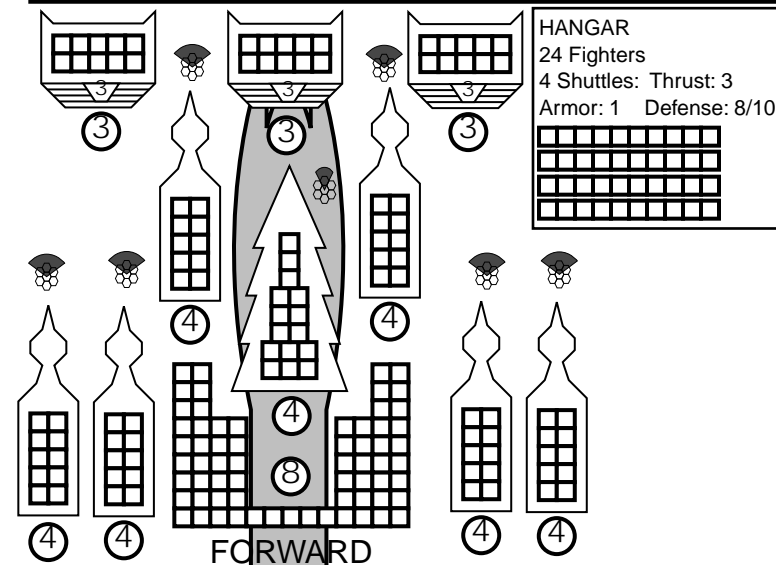
## IA Victory Destroyer (Prototype Model)



SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 19 (15)
In Service: 2267	Turn Delay: 1 x Speed	Stb/Port Defense: 21 (17)
Point Value: 2800	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 400	Pivot Cost: 3+3 Thrust	Extra Power: 0
Jump Delay: 20 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +0
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	

WEAPON DATA	
Neutron Laser	
Class: Laser	6
Modes: R, P, S	
Damage: 4d10+15	
Range Penalty: -1 per 4 hexes	
Fire Control: +4/+4/+1	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Fusion Cannon	
Class: Molecular	
Mode: Standard	
Damage: 1d10+9	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+4	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
Interceptor Mk-II	
Intercept Rating: -4	
Rate of Fire: 1 per turn	
OFFENSIVE MODE:	
Class: Particle	
Mode: Standard	
Damage: 1d10+8	
Fire Control: -/+/-+8	
Range Penalty: -2 per hex	
Lightning Cannon (Mega)	
Class: Electromagnetic	
Mode: Piercing	
Damage: 8d10+64	
Range Penalty: -1 per 4 hexes	
Fire Control: +5/+5/-	
Intercept Rating: -1	
Note: Non-interceptable	
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	

FORWARD HITS 1-3:Retro Thrust 4-8:Neutron Laser 9-12:Lightning Cannon 13-18: Forward Struct 19-20:PRIMARY Hit	SENSOR DATA Defensive EW <table><tr><td></td><td></td></tr></table> Target #1 <table><tr><td></td><td></td></tr></table> Target #2 <table><tr><td></td><td></td></tr></table> Target #3 <table><tr><td></td><td></td></tr></table> Target #4 <table><tr><td></td><td></td></tr></table> Target #5 <table><tr><td></td><td></td></tr></table> Target #6 <table><tr><td></td><td></td></tr></table>														
SIDE HITS 1-3:Port/Stb Thrust 4-5:Interceptor 6-10:Turret 11-13:Lightning Cannon 14-18Port/Stb Struct 19-20:PRIMARY Hit	<b>SPECIAL NOTES</b> <i>Unique (after 2278 restricted 10%)</i> <i>E-Web</i> <i>Gravitic Drive System</i> <i>Lightning Cannon can only fire in Mega Mode</i>														
AFT HITS 1-4:Main Thrust 5-6:Interceptor 7-10:Neutron Laser 11-12:Lightning Cannon 13-18:Aft Struct 19-20:PRIMARY Hit															
PRIMARY HITS 1-8:Primary Struct 9-10:Interceptor 11-12:Jump Engine 13-14: Sensors 15-16:Engine 17-18:Hangar 19:Reactor 20:C & C															



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Lightning Cannon
	Neutron Laser
	Hvy Pulse Cannon
	Fusion Cannon
	Interceptor