



Circasian Ilustris Heavy Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15
In Service: 1946	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value: 375	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 4/1
Ramming Factor: 150	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA	
Light Particle Cannon	
Class: Particle	◆
Modes: Raking	
Damage: 2d10+8	
Range Penalty: -1 per hex	
Fire Control: +4/+2/+0	
Intercept Rating: -2	
Rate of Fire: 1 per 2 turns	
Light Laser Cannon	
Class: Laser	◆
Modes: Raking	
Damage: 2d10+7	
Range Penalty: -1 per hex	
Fire Control: +2/+1/-2	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
Rocket Launcher	
Class: Ballistic	◆
Modes: Standard	
Damage: 2d6+2	
Range Penalty: None	
Max Range: 15 hexes	
Fire Control: +1/+1/+1	
Intercept Rating: n/a	
Rate of Fire: 1 per turn	
Light Particle Beam	
Class: Particle	◆
Modes: Standard	
Damage: 1d10+4	
Range Penalty: -2 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: -2	
Rate of Fire: 1 per turn	

FORWARD HITS	
1-3:	Retro Thrust
4-5:	Light Laser
6-7:	Light Particle Cannon
8-9:	Rocket Launcher
10-12:	Lt Particle Beam
13-18:	Forward Structure
19-20:	PRIMARY Hit

AFT HITS	
1-6:	Main Thrust
7-9:	Lt Particle Beam
10-18:	Aft Structure
19-20:	PRIMARY Hit

PRIMARY HITS	
1-8:	Primary Structure
9-11:	Port/Stb Thrust
12-13:	Sensors
14-15:	Engine
16-17:	Hangar
18-19:	Reactor
20:	C&C

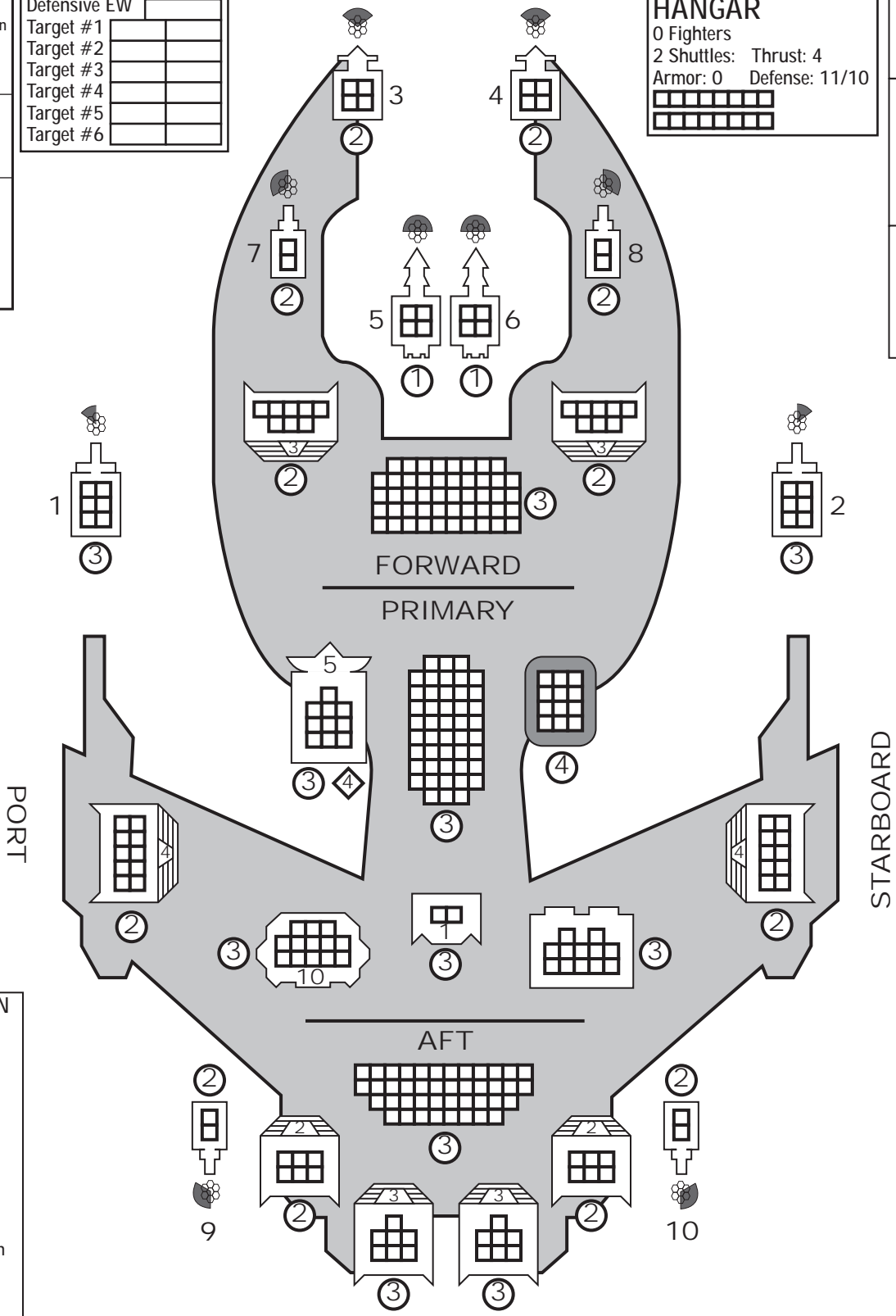
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 0 Defense: 11/10



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Light Laser
	Lt Particle Cannon
	Lt Particle Beam
	Rocket Launcher