



Solassi Rotallin Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 13
In Service: 1713	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value: 400	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 140	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 3+3 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	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	1 2 2 3 4 4 5 6 6 7 8 8
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	1 2 3 4 5 6 7 8 9 10 11 12

WEAPON DATA	
Medium Laser Cannon	
Class: Laser	
Modes: Raking	⬠
Damage: 3d10+12	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+2/-3	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Particle Projector	
Class: Particle	⬠
Modes: Standard	
Damage: 1d10+4	
Range Penalty: -1 per hex	
Fire Control: +2/+2/+1	
Intercept Rating: -2	
Rate of Fire: 1 per 2 turns	
Lt Particle Projector	
Class: Particle	⬠
Modes: Standard	
Damage: 1d6+4	
Range Penalty: -2 per hex	
Fire Control: +2/+2/+3	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
Protector Point Defense	
Class: Particle	⬠
Modes: Standard	
Damage: 1d6+4	
Range Penalty: -2 per hex	
Fire Control: -/-/+3	
Intercept Rating: -3	
Rate of Fire: 1 per turn	

HANGAR
 0 Fighters
 2 Shuttles: Thrust: 3
 Armor: 1 Defense: 10/10

FORWARD HITS	
1-3:	Retro Thrust
4-6:	Medium Laser
7-8:	Particle Projector
9-10:	Lt Particle Projector
11-12:	Protector PD
13-18:	Forward Structure
19-20:	PRIMARY Hit

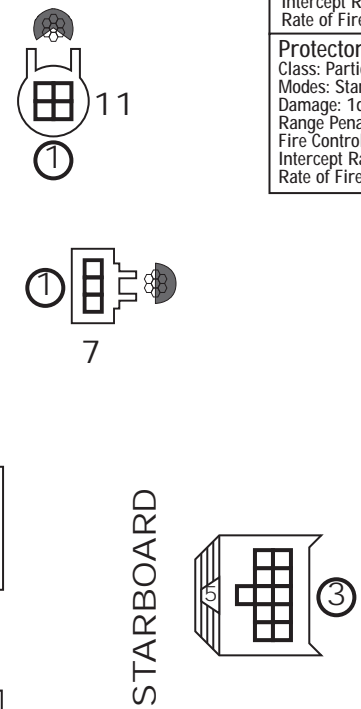
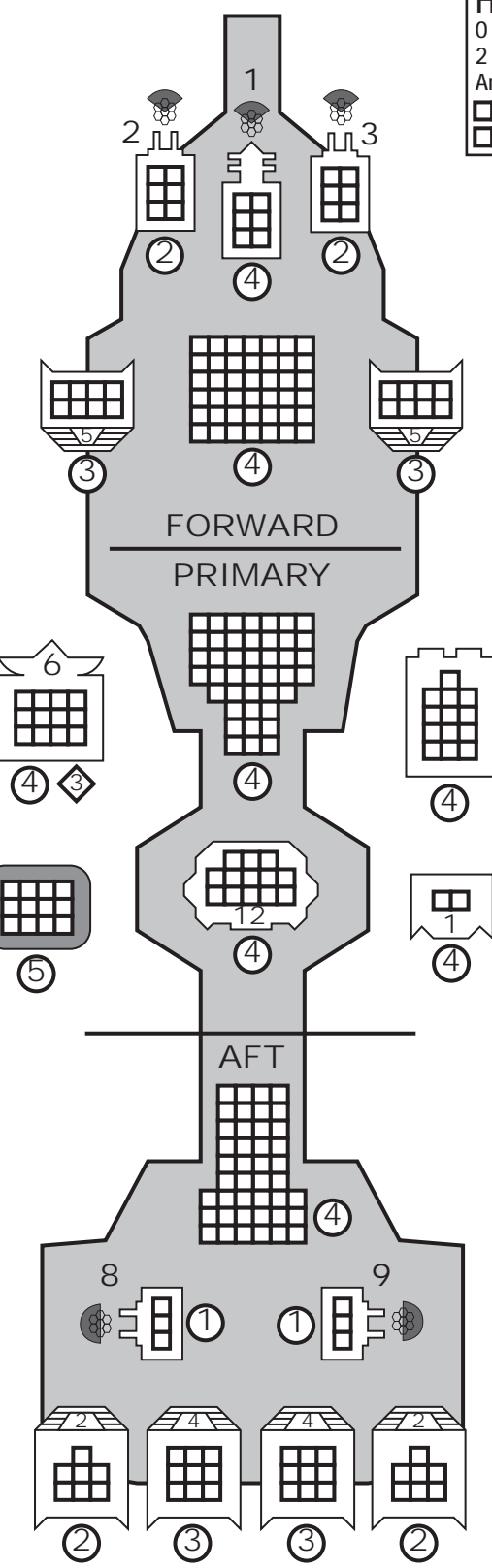
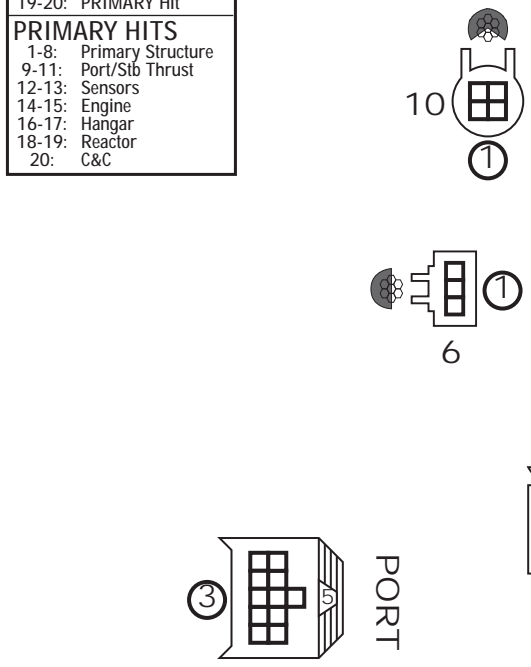
AFT HITS	
1-6:	Main Thrust
7-9:	Particle Projector
10-11:	Lt Particle Projector
12-18:	Aft Structure
19-20:	PRIMARY Hit

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		



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Medium Laser
- Particle Projector
- Lt Particle Projector
- Protector Point Defense