

INTENT
Jun-ila
 Iliamalori Grove

Naniamo Class Destroyer

Ship of the Line
EC:

- 1-3: Thruster
 4-5: Heavy Blast Laser
 6-7: Medium Blast Laser
 8-9: Point Defense Laser
 10-16: Structure
 17-18: Armor
 19: Fire
 20: Critical Hit

FORWARD


- 1-4: Thruster
 5-8: Plasma Torpedo
 9-10: Point Defense Laser
 11-16: Structure
 17-18: Armor
 19: Fire
 20: Critical Hit

PORT / STARBOARD


- 1-5: Thruster
 6-7: Heavy Blast Laser
 8-9: Point Defense Laser
 10-16: Structure
 17-18: Armor
 19: Fire
 20: Critical Hit

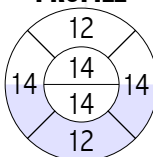
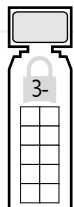
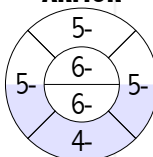
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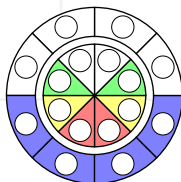

- 1-3: Thruster
 4-6: Point Defense Laser
 7: Hangar/Structure
 8-16: Structure
 17-18: Armor
 19: Fire
 20: Critical Hit

TOP / BOTTOM


- 1-6: Fire
 7-8: Sensors
 9-10: FTL System
 11-12: Engine
 13: Fuel
 14-15: Reactor
 16: Cargo
 17-18: Crew
 19-20: Command

CRITICAL HIT

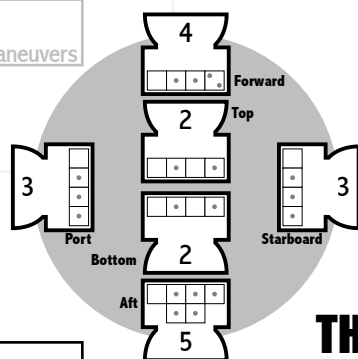
PROFILE

ARMOR

SENSORS: 2

INITIATIVE: 1 2 3 4 5 6

LOS Locator


Use small dots for pitch adjustments



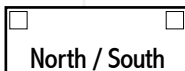
Use small dots for roll adjustments & do not shift outer ring

Evasive Maneuvers

THRUST

2 Thrust per inch of speed


Altitude

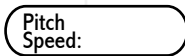

Up / Down



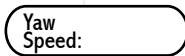
North / South



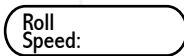
East / West



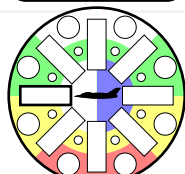
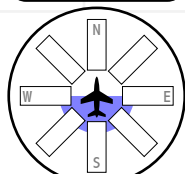
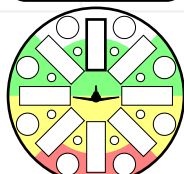
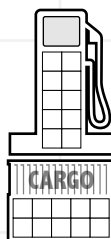
Pitch Speed:



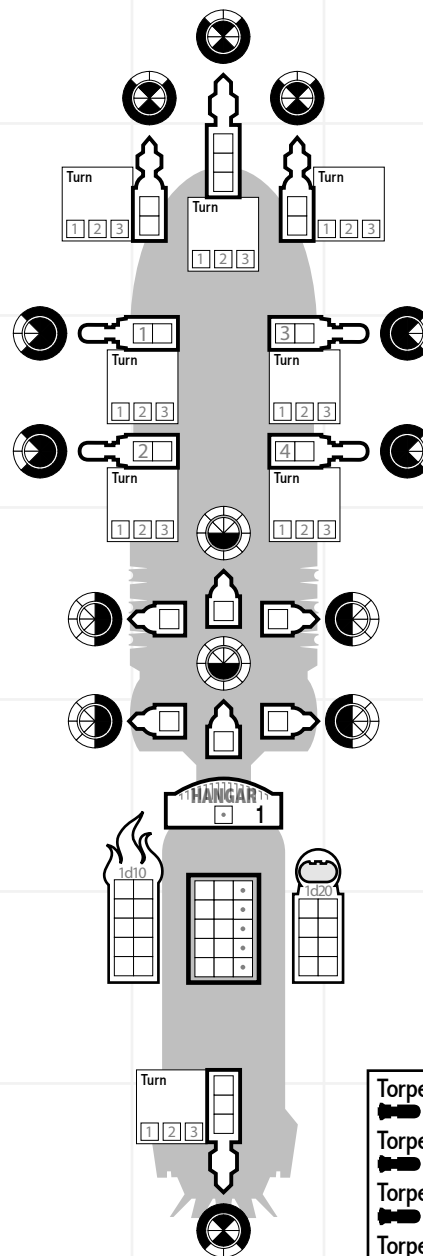
Yaw Speed:



Roll Speed:


PITCH

YAW

ROLL

CARGO

Turn 1 2 3 Turn 2 3 Turn 3 3 Turn 4 3 Turn 5 3 Turn 6 3 Turn 7 3 Turn 8 3 Turn 9 3 Turn 10 3


SHIP DATA

 Ram: 3d6
 Command Points: 4
 Command Cost: 3
 Hangar Capacity: 0 (+2 Shuttles)
 Max Pivot Rate: 2
 Structure Stress Save: 4-

Heavy Blast Laser

 Armor Save: -1
 Damage: 1d6
 Range: 9 / 18 / 27 / 36 / 45
 Cycle Rate: 4
 Blast, Non-Interceptable

Medium Blast Laser

 Armor Save: -1
 Damage: 1d5
 Range: 7 / 14 / 21 / 28 / 35
 Cycle Rate: 3
 Blast, Non-Interceptable

Point Defense Laser

 Damage: 1d2
 Armor Save: 0
 Range: 5 / 10 / 15 / 20 / 25
 Cycle Rate: 1
 Scatter, Interceptor, Anti-Fighter

Plasma Torpedo

 Cycle Rate: 2
 Move: 10/3
 Damage: 1d3
 Armor Save: -3
 Profile: 5
 Ballistic, Blast, Burn

FTL
Hyperfield Drive

 Cycle Rate: 8
 Method: Field
 Thrust Multiplier: x10

FTL
Hypergate Torpedo

 Cycle Rate: 12
 Method: Portal, Instant
 Move: 2/4
 Ballistic, Restricted
 Torpedo Rack

Torpedo Rack 1

Torpedo Rack 2

Torpedo Rack 3

Torpedo Rack 4