

Andorian Tanathoof Destroyer (Refit)

SPECS Class: Medium Ship In Service: 2150 Point Value: 335 Ramming Factor: 70 Warp Delay: 15 Turns	MANEUVERING Turn Cost: 1/2 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 2+2 Thrust	COMBAT STATS Fwd/Aft Defense: 13 Stb/Port Defense: 13 Engine Efficiency: 2/1 Power Shortage: -6 Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

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

FORWARD HITS 1-3: Energy Dampener 4-5: Lt Particle Cannon 6-8: Drone Rack 9-11: Lt Plasma Cannon 12-17: Structure 18-20: PRIMARY Hit
AFT HITS 1-4: Impulse Thruster 5-7: Energy Dampener 8: Lt Particle Cannon 9-12: Warp Engine 13-17: Structure 18-20: PRIMARY Hit
PRIMARY HITS 1-5: Tractor Beam 6-9: Sensors 10-11: Hangar 12-15: Engine 16-18: Reactor 19-20: C&C

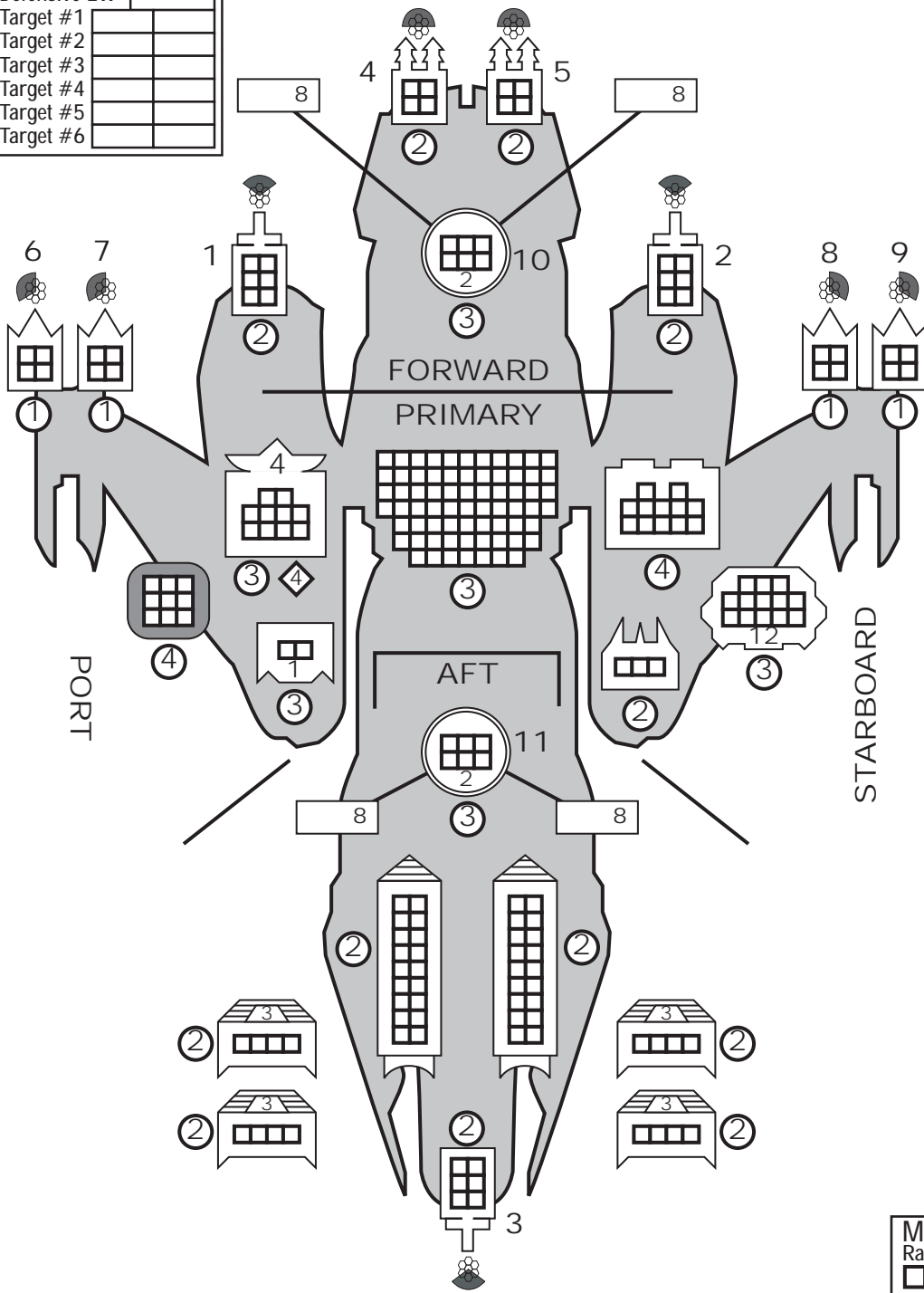
SPECIAL NOTES
Gravitic Drive System
Impulse Drive

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

HANGAR
0 Fighters
2 Shuttles

Type-A Drone Rack
Class: Ballistic
Missiles: 8
Range Penalty: None
Fire Control: +1/+1/+0
Rate of Fire: 1 per turn

Energy Dampener
Active energy dampeners are treated as energy diffusers and can absorb damage from hits made to their section.
Special: If destroyed, score an amount of damage equal to the total stored capacity in the dampener as a standard mode volley against the section.
See Rules.



ICON RECOGNITION
Impulse Thruster
C & C
Sensors
Engine
Reactor
Hangar
Warp Engine
Lt Particle Cannon
Type-A Drone Rack
Energy Dampener

MISSILES	
Rack #4	
Rack #5	