

Hydran Knight Destroyer

SPECS

Class: Medium Ship
In Service: 2254
Point Value: 340
Ramming Factor: 55
Warp Delay: 12 Turns

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +11

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

Hellbore Torpedo
Class: Ballistic
Mode: Flash
Damage: 4d10+4
Range Penalty: n/a
Max Range: 30 hexes
Fire Control: +3/+2/--
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Light Phaser Bank

Class: Molecular
Mode: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Gatling Defense Phaser

Class: Molecular
Mode: Standard
Damage: 1d10
Range Penalty: -2 per hex
Fire Control: +2/+2/+2
Intercept Rating: -3
Rate of Fire: 3 per turn

FORWARD HITS

1-3: Deflector Shield
4: Gatling Phaser
5-7: Light Phaser
8-10: Hellbore Torpedo
11-17: Structure
18-20: Primary Hit

AFT HITS

1-5: Impulse Thruster
6-7: Deflector Shield
8-10: Gatling Phaser
11-16: Structure
17-20: PRIMARY Hit

PRIMARY HITS

1-6: Warp Engine
7-8: Tractor Beam
9-10: Shield Generator
11-13: Sensors
14-15: Hangar
16-17: Engine
18-19: Reactor
20: C&C

SPECIAL NOTES

Gravitic Drive System
Impulse Drive

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

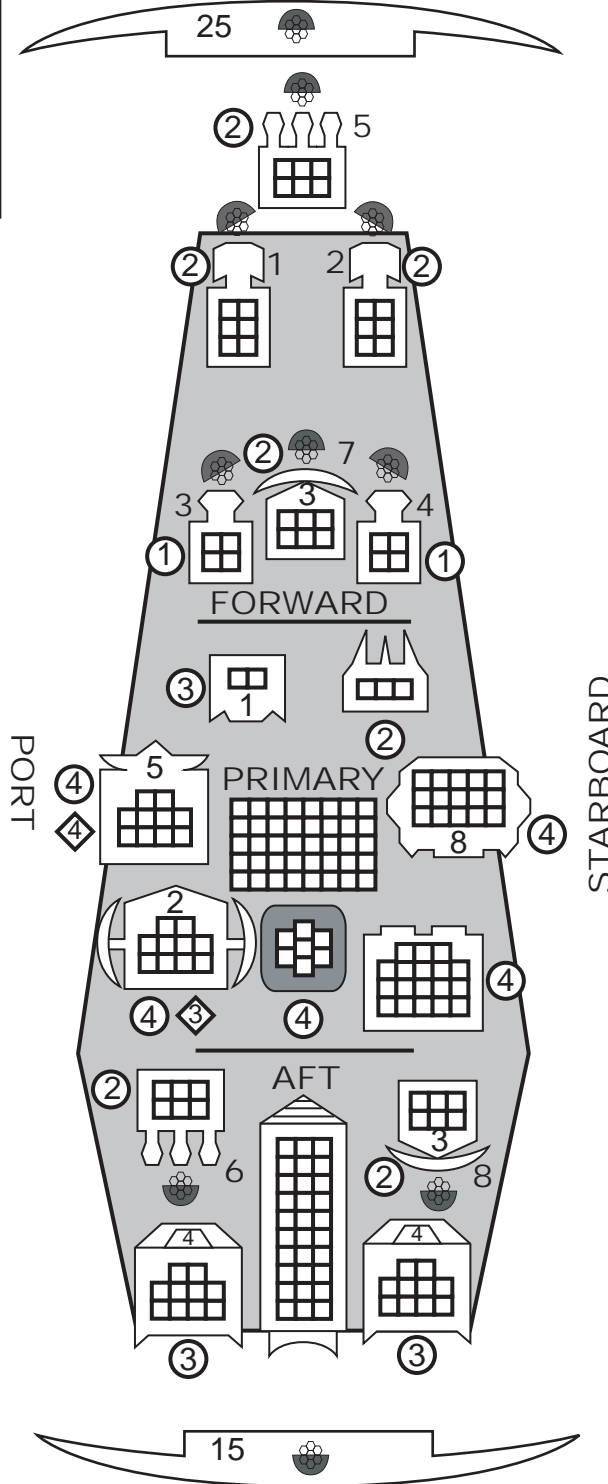
Target #4

Target #5

Target #6

HANGAR

4 Fighters
2 Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Hellbore Torpedo
- Light Phaser
- Gatling Defence Phaser