

# Andromedan Mamba Heavy Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 12
In Service: 2262	Turn Delay: 1/3 Speed	Stb/Port Defense: 12
Point Value: 410	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 2/1
Ramming Factor: 50	Pivot Cost: 2 Thrust	Extra Power: 0
Warp Delay: 10 Turns	Roll Cost: 2 Thrust	Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	

## FORWARD HITS

- 1-2: Power Absorber
- 3-8: Lt Tractor Repulsor
- 9-18: Structure
- 19-20: PRIMARY Hit

## AFT HITS

- 1-2: Power Absorber
- 3-7: Impulse Thruster
- 8-10: Gravitic Focuser
- 11-13: Warp
- 14-18: Structure
- 19-20: PRIMARY Hit

## PRIMARY HITS

- 1-10: Structure
- 11: Battery
- 12-14: Sensors
- 15-17: Engine
- 18-19: Reactor
- 20: C&C

## SENSOR DATA

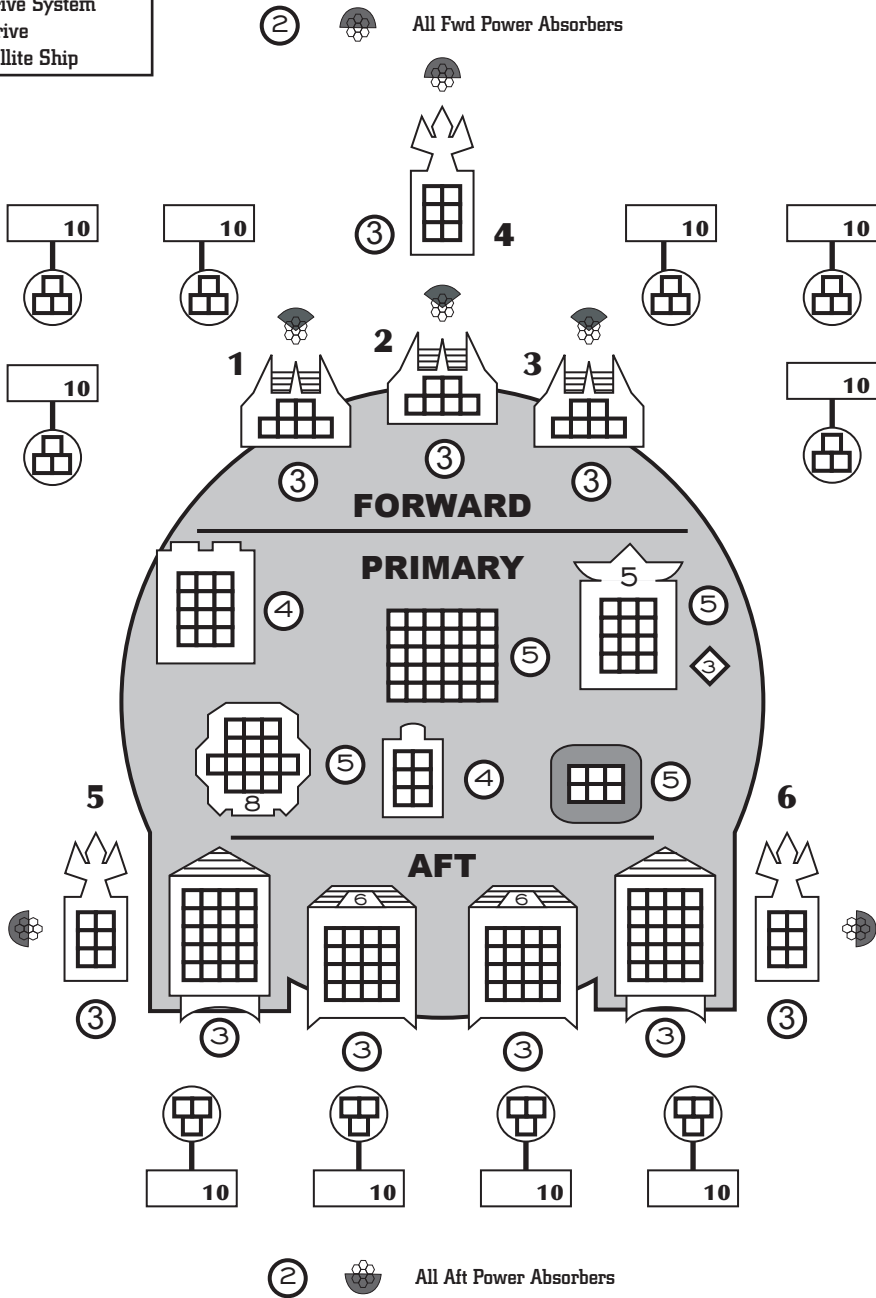
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

## ICON RECOGNITION

- Battery
- Power Absorber
- Sensor
- Engine
- Reactor
- C&C
- Lt Tractor Repulsor
- Gravitic Focuser
- Impulse Thruster
- Warp Engine

## SPECIAL NOTES

- Agile Ship
- Gravitic Drive System
- Impulse Drive
- Large Satellite Ship



## WEAPON DATA

### Light Tractor Repulsor

- Class: Gravitic
- Mode: Raking
- Damage: 2d10+5
- Range Penalty: -1 per 2 hexes
- Fire Control: +2/+2/+2
- Intercept Rating: -1
- Rate of Fire: 1 per 2 turns

### Gravitic Focuser

- Class: Gravitic
- Mode: Standard
- Damage: 1d10+4
- +2 power: 1d10+7
- +4 power: 1d10+10
- Range Penalty: -1 per 2 hexes
- Fire Control: +2/+2/+3
- Intercept Rating: -2
- Rate of Fire: 1 per turn

### Tactical T-Bomb

- Class: Proximity (Antimatter)
- Mode: Flash
- Base to hit hex: 20
- Damage: 2X
- Maximum X: 15
- Max Range: Ship's EW rating
- Fire Control: none
- Intercept Rating: n/a
- Rate of Fire: 1 per transporter

## Transporter Bombs

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