

# Ge'ka'dian Cal'tron Destroyer

## SPECS

Class: MCV  
In Service: 2140  
Point Value: 350  
Ramming Factor: 140  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 10  
Stb/Port Defense: 12  
Engine Efficiency: 3/1  
Extra Power: +0  
Initiative Bonus: +8

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

## WEAPON DATA

### Blast Laser

Class: Laser  
Modes: Standard  
Damage: 2d10+14  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+2/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

### Light Bolter

Class: Particle  
Modes: Standard  
Damage: 12  
Range Penalty: -1 per hex  
Fire Control: +2/+2/+3  
Intercept Rating: -1  
Rate of Fire: 1 per turn

## HANGAR

0 Fighters  
2 Shuttles: Thrust: 6  
Armor: 4 Defense: 7/8

## FORWARD HITS

1-5: Retro Thrust  
6-8: Blast Laser  
9-18: Structure  
19-20: PRIMARY Hit

## AFT HITS

1-8: Main Thrust  
9-18: Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Port/Stb Thruster  
9-11: Sensors  
12-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

Agile  
Atmosphere Capable

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

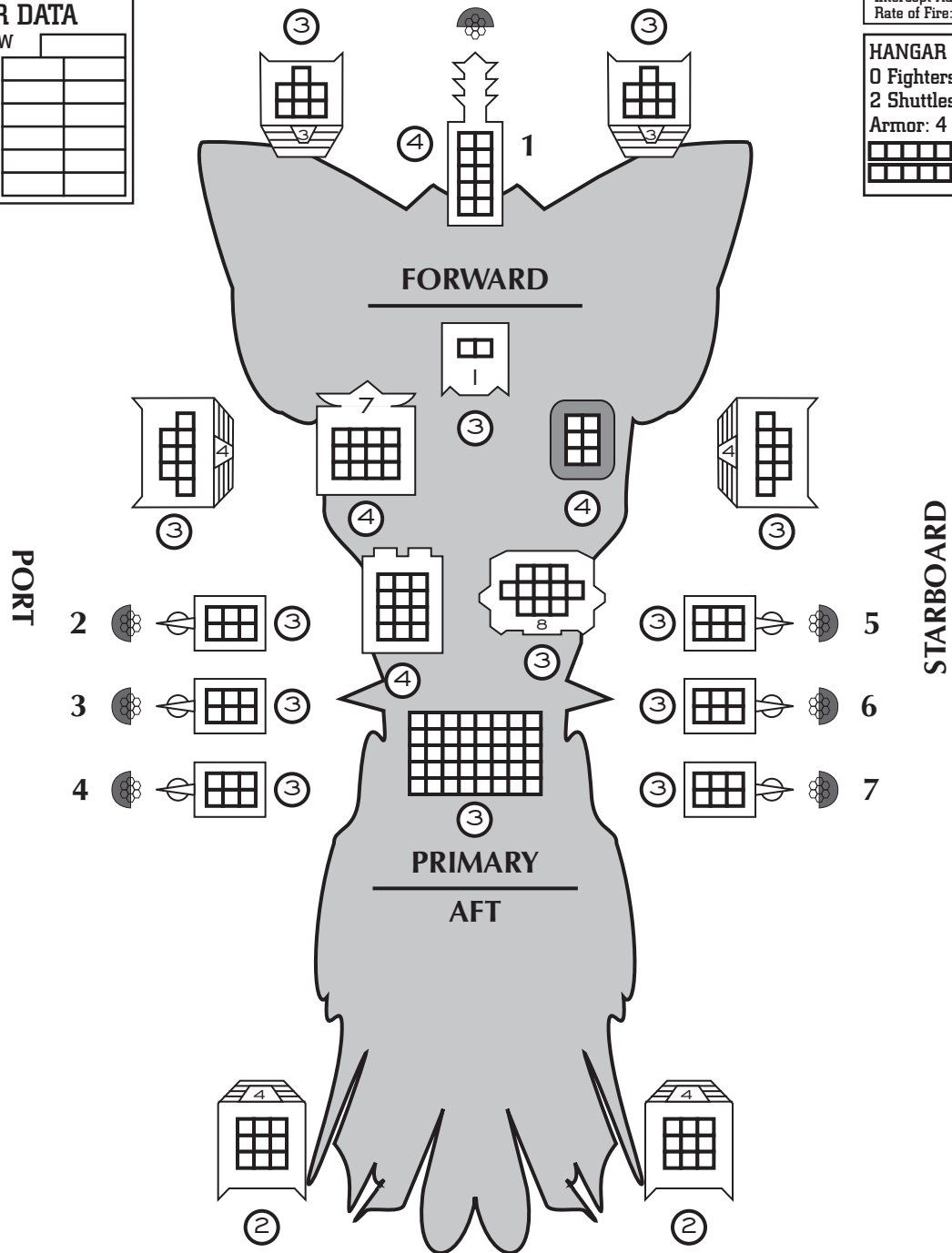
Target #5

Target #6

## ADAPTIVE ARMOR: 1

Weapon Type Available/Assigned


Note: Max 1 pts per weapon type  
Can have 1 points pre-assigned



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Blast Laser
- Light Bolter