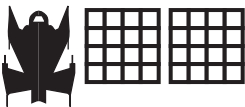


COMBAT FLYERS

Cost: 70 Defense: 9/7
 Thrust: 10 Offense: +4
 Armor: 1 Initiative: +10
 Two Light Fusion Cannons:
 Rate of Fire: 1 per turn
 Range Penalty: -2 per hex
 Damage: 1d6+4 per gun
 Firing Arcs: #1 #2



FORWARD HITS

1-4: Retro Thrust
 5: Imp Neutron Laser
 6-8: Molecular Pulsar
 9-11: Fusion/Pulsar Array
 12-18: Forward Struct
 19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
 5-7: Improved NL
 8-11: Molecular Pulsar
 12-18: Port/Stb Struct
 19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
 7: Fusion Cannon
 8-9: Imp. Neutron Laser
 10-18: Aft Struct
 19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Struct
 9-10: Hangar
 11-12: Jump Engine
 13: Tractor Beam
 14-17: Sensors
 16-17: Engine
 18: Jammer
 19: Reactor
 20: C & C

SPECIAL NOTES

Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

Version 1: 2E/SF

Name: _____

Counter: _____

IA Titan Advanced Destroyer

SPECS

Class: Capital Ship
 In Service: 2273
 Point Value: 1900
 Ramming Factor: 250
 Jump Delay: 10 Turns

MANEUVERING

Turn Cost: 1 x Speed
 Turn Delay: 1 x Speed
 Accel/Decel Cost: 4 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
 Stb/Port Defense: 15
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Bonus: +1

WEAPON DATA

Neutron Laser (Impr.)
 Class: Laser
 Modes: R, P, S(3)
 Damage: 4d10+18
 Range Penalty: -1 per 4 hexes
 Fire Control: +5/+4/+1
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Fusion/Pulsar Array

This weapon can fire as either a fusion cannon or molecular pulsar (1 turn firing level only), determined at the time of firing.

Molecular Pulsar

Class: Molecular
 Mode: Pulse
 Damage: 10 1d5 Times
 Maximum Pulses: 7
 Grouping Range: +1 per 3
 Range Penalty: -1 per hex
 Fire Control: +4/+3/+2
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns
 Special: Can fire every turn doing 1d3 pulses with no volley count bonus

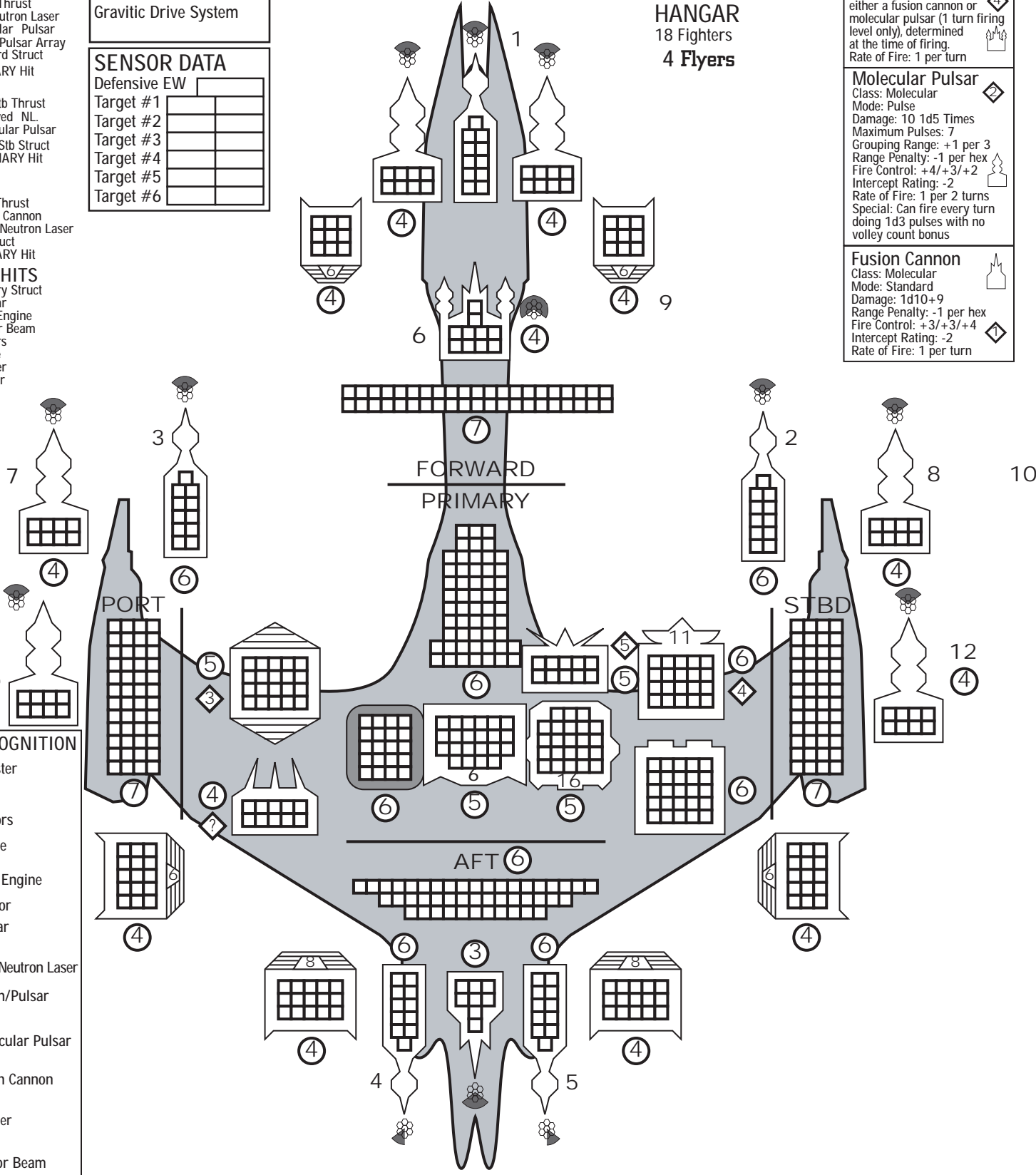
Fusion Cannon

Class: Molecular
 Mode: Standard
 Damage: 1d10+9
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+4
 Intercept Rating: -2
 Rate of Fire: 1 per turn

HANGAR

18 Fighters

4 Flyers



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Impr. Neutron Laser
- Fusion/Pulsar Array
- Molecular Pulsar
- Fusion Cannon
- Jammer
- Tractor Beam