



# Son'a Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15
In Service: 2340	Turn Delay: 2/3 Speed	Stb/Port Defense: 15
Point Value: 625	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 150	Pivot Cost: 2+2 Thrust	Extra Power: +0
Warp Delay: 6 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

### WEAPON DATA

**Isolytic Torpedo**  
 Class: Ballistic  
 Mode: Flash  
 Damage: 7d10+5  
 Range Penalty: -1 per 5 hexes  
 Max Range: 50 hexes  
 Fire Control: +5/+0/--  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns  
 Special: each unit within one hex of the target suffers a 2d10 attack; resets warp delay for those units affected by the isolytic torpedo; on a natural to-hit roll of '1', a subspace rupture is formed. See Rules.

### FORWARD HITS

1-3: Deflector Shield  
 4-5: Isolytic Torpedo  
 6-8: Photon Torpedo  
 9-10: Medium Phaser  
 11-18: Forward Structure  
 19-20: PRIMARY Hit

### SPECIAL NOTES

Atmospheric Capable  
 Gravitic Drive System  
 Impulse Drive

**HANGAR**  
 0 Fighters  
 2 Shuttles

### AFT HITS

1-3: Impulse Thruster  
 4-5: Deflector Shield  
 6: Medium Phaser  
 7-8: Light Phaser  
 9-12: Warp Engine  
 13-18: Aft Structure  
 19-20: PRIMARY Hit

### SENSOR DATA

Defensive EW

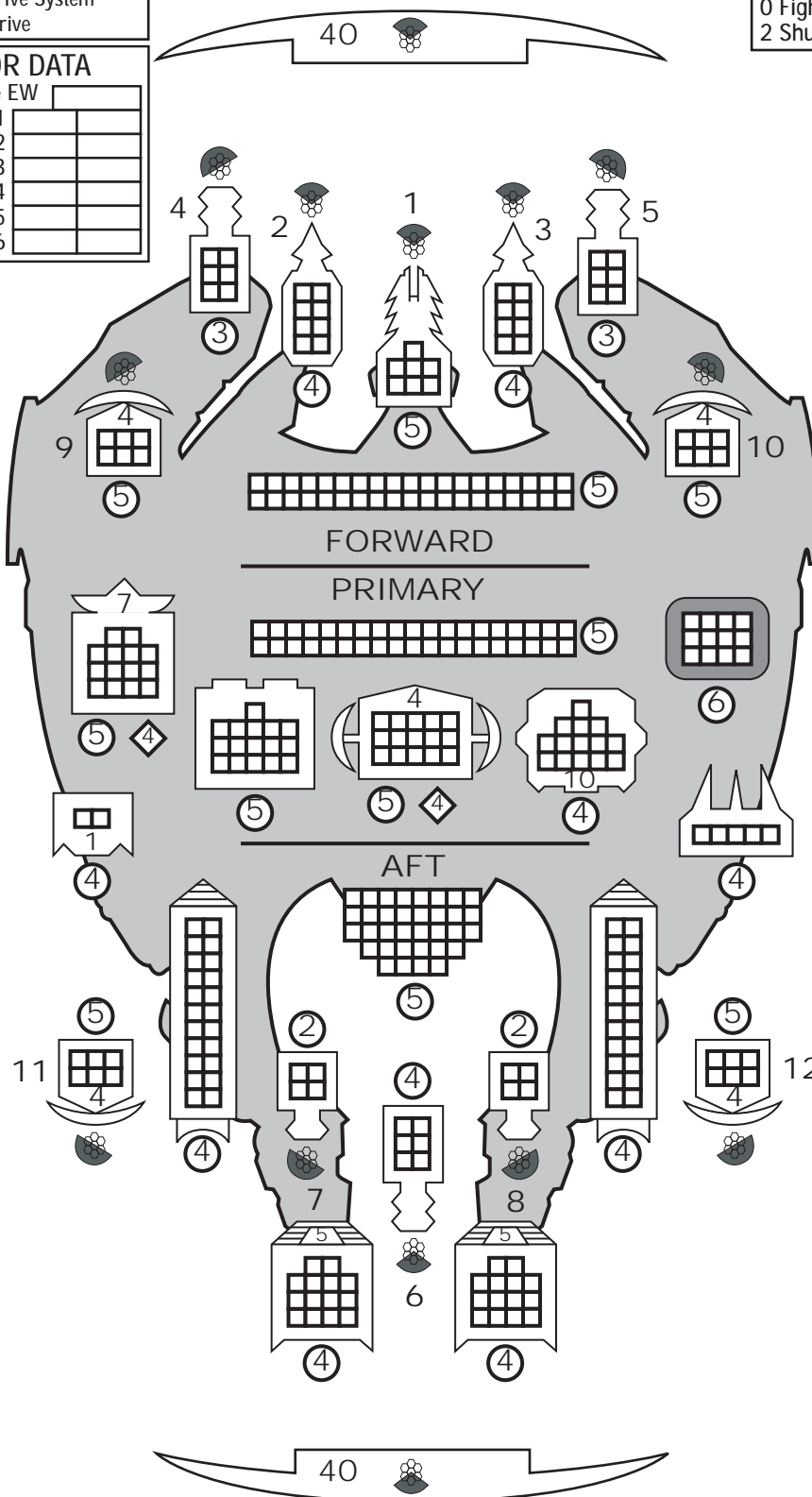
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

### PRIMARY HITS

1-8: Primary Structure  
 9: Tractor Beam  
 10-11: Shield Generator  
 12-13: Sensors  
 14-15: Hangar  
 16-17: Engine  
 18-19: Reactor  
 20: C&C

**Photon Torpedo**  
 Class: Ballistic + Antimatter  
 Mode: Standard  
 Damage: X+10  
 Max X: 20  
 Range Penalty: -1 per 5 hexes  
 Max Range: 50 hexes  
 Fire Control: +4/+2/-3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

**Medium Phaser Bank**  
 Class: Molecular  
 Mode: R, S  
 Damage: 3d10+5  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+3/+2  
 Intercept Rating: -2  
 Rate of Fire: 1 per 2 turns  
 Special: Can fire for an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4



### ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Isolytic Torpedo
- Photon Torpedo
- Medium Phaser
- Light Phaser

**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

**Deflector Shield**  
 Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.