



Yridian Taska Destroyer

SPECS

Class: Medium Ship
 In Service: 2238
 Point Value: 380
 Ramming Factor: 60
 Warp Delay: 7 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
 Stb/Port Defense: 15
 Engine Efficiency: 2/1
 Extra Power: 0
 Initiative Bonus: +12

WEAPON DATA

Medium Disruptor
 Class: Molecular
 Mode: Standard
 Damage: 1d10+10
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+2/+2
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns

Light Disruptor

Class: Molecular
 Mode: Standard
 Damage: 1d6+6
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: -1
 Rate of Fire: 1 per turn

Deflector Shield

Class: Molecular
 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.

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

FORWARD HITS

- 1-3: Deflector Shield
- 4-5: Medium Disruptor
- 6-8: Light Disruptor
- 9-17: Structure
- 18-20: PRIMARY Hit

AFT HITS

- 1-5: Impulse Thruster
- 6-8: Deflector Shield
- 9-10: Light Disruptor
- 11-17: Structure
- 18-20: PRIMARY Hit

PRIMARY HITS

- 1-6: Warp Engine
- 7-9: Shield Generator
- 10-12: Sensors
- 13-14: Hangar
- 15-17: Engine
- 18-19: Reactor
- 20: C&C

SPECIAL NOTES

Gravitic Drive System
 Impulse Drive

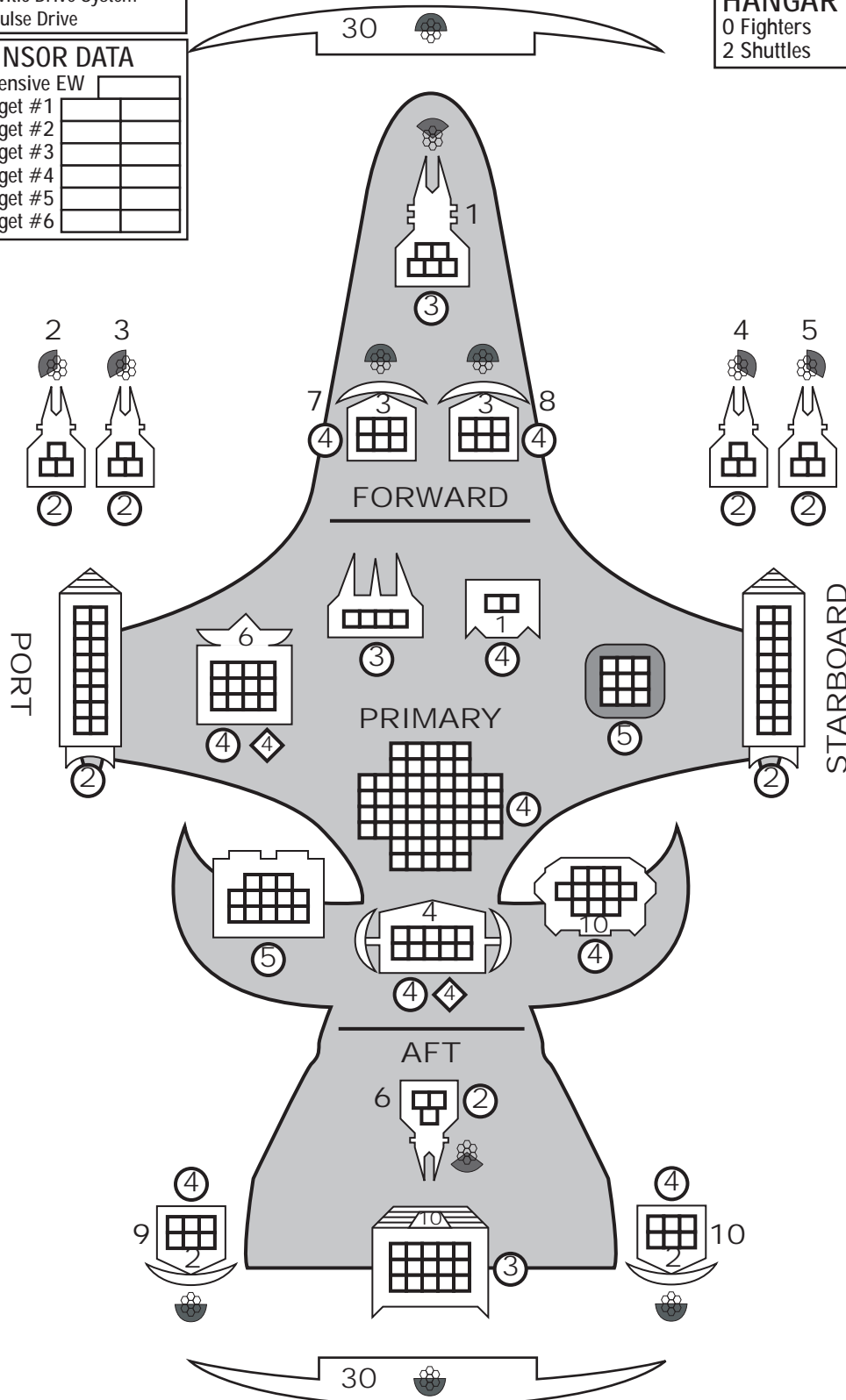
SENSOR DATA

Defensive EW

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

HANGAR

0 Fighters
 2 Shuttles



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Medium Disruptor
- Light Disruptor