WN DESTROYER

SPECS
Class: Lt Combat Vsl
In Service: Unknown
Point Value: 200 each
Ramming Factor: 25
Jump Delay: n/a

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

COMBAT STATS
Fwd/Aft Defense: 10
Stb/Port Defense: 12
Engine Efficiency: 1/1
Extra Power: 0
Initiative Bonus: +14

Speed	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Turn Cost	1	1	1	1	2	2	2	2	3	3	3	3	4	4	4	4
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4	5	5	5	6

WEAPON DATA

90mm Cannon (Single) ◇3
Class: Particle
Mode: Standard
Damage: 1d10+3
Range Penalty: –1 per hex
Fire Control: +3/+1/––
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Light Autocannon ◇0
Class: Particle
Mode: Standard
Damage: 1d6+2
Range Penalty: –2 per hex
Fire Control: +0/+2/+4
Intercept Rating: –2
Rate of Fire: 2 per turn

Basic Fighter Missile
Cost: 6 Combat Points
Class: Ballistic
Damage: 8
Max Range: 6 Hexes
Fire Control: n/a
Intercept Rating: n/a

HIT LOCATION
1-10: Structure
11-13: 90mm Cannon
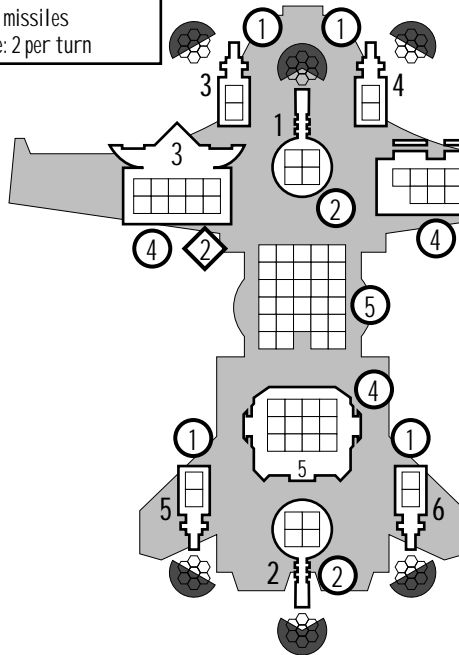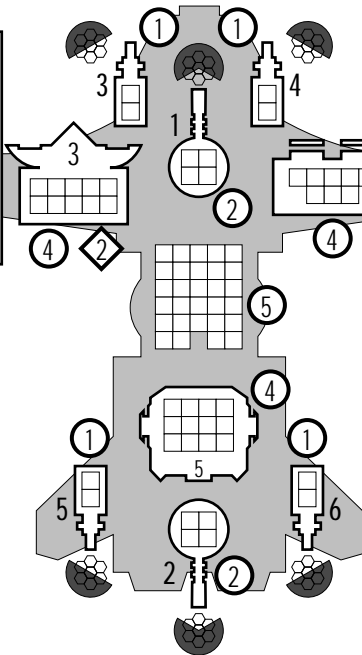14-16: Lt Autocannon
17-18: Drive
19: Reactor
20: Control

SPECIAL NOTES:
Agile Ship
Atmospheric
Missile guidance ability

Can carry 8 missiles
Launch rate: 2 per turn

SENSOR DATA

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

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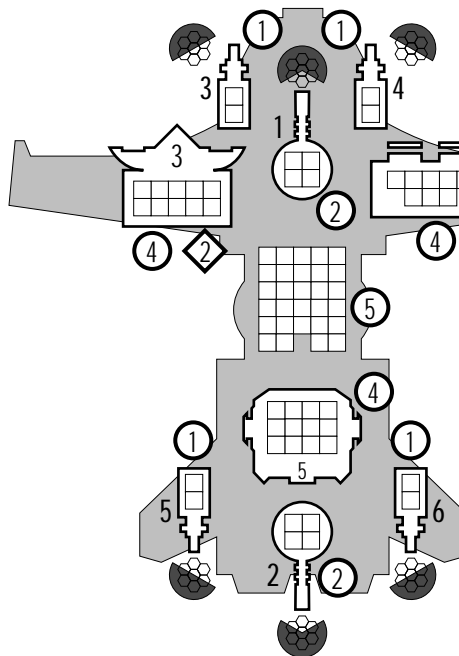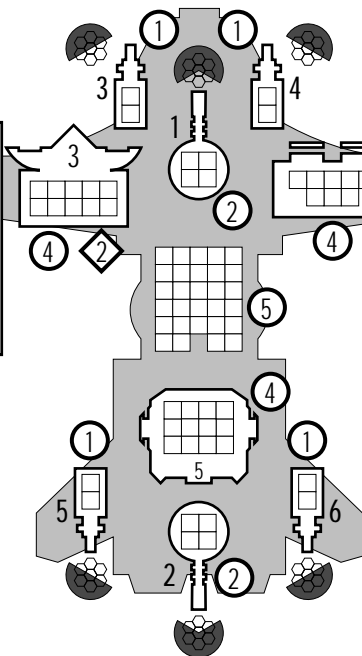
SENSOR DATA

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

ICON RECOGNITION
Sensors
Reactor
Engine
Light Laser
Light Autocannon
90mm Cannon