

NCF Leodon-Class Light Destroyer

SPECS

Class: HCV
 In Service: ????
 Point Value:
 Ramming Factor: 80
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
 Stb/Port Defense: 15
 Engine Efficiency: 5/1
 Extra Power: +0
 Initiative Bonus: +6

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

Version 1.0: 2E/Fate

WEAPON DATA

Bolt Cannon
 Class: Projectile
 Modes: Standard
 Damage: 12
 Range Penalty: -1 per hex
 Fire Control: +1/+1/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Light Bolt Cannon

Class: Projectile
 Modes: Standard
 Damage: 8
 Range Penalty: -2 per hex
 Fire Control: +1/+0/+2
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns

Gatling Cannon

Class: Projectile
 Modes: Raking (2)
 Damage: 2d3+2
 Range Penalty: -3 per hex
 Fire Control: +4/+4/+4
 Intercept Rating: -2
 (vs Ballistic only)
 Rate of Fire: 1 per turn

Swarm Launcher

Class: Ballistic (Missile)
 Missiles: 25
 Range Penalty: None
 Fire Control: +0/+0/+0
 Rate of Fire: 5 per turn

Swarm Missile

Mode: Standard
 Damage: 3
 Launch Range: 8 hexes
 Maximum Range: 24 hexes
 Fire Control: +0/+0/+0
 Intercept Rating: -1
 Note: Missiles have 1 OEW

MAIN HANGAR

0 Fighters
 2 Shuttles: Thrust: 3
 Armor: 0 Defense: 11/14

CLASS SPECS

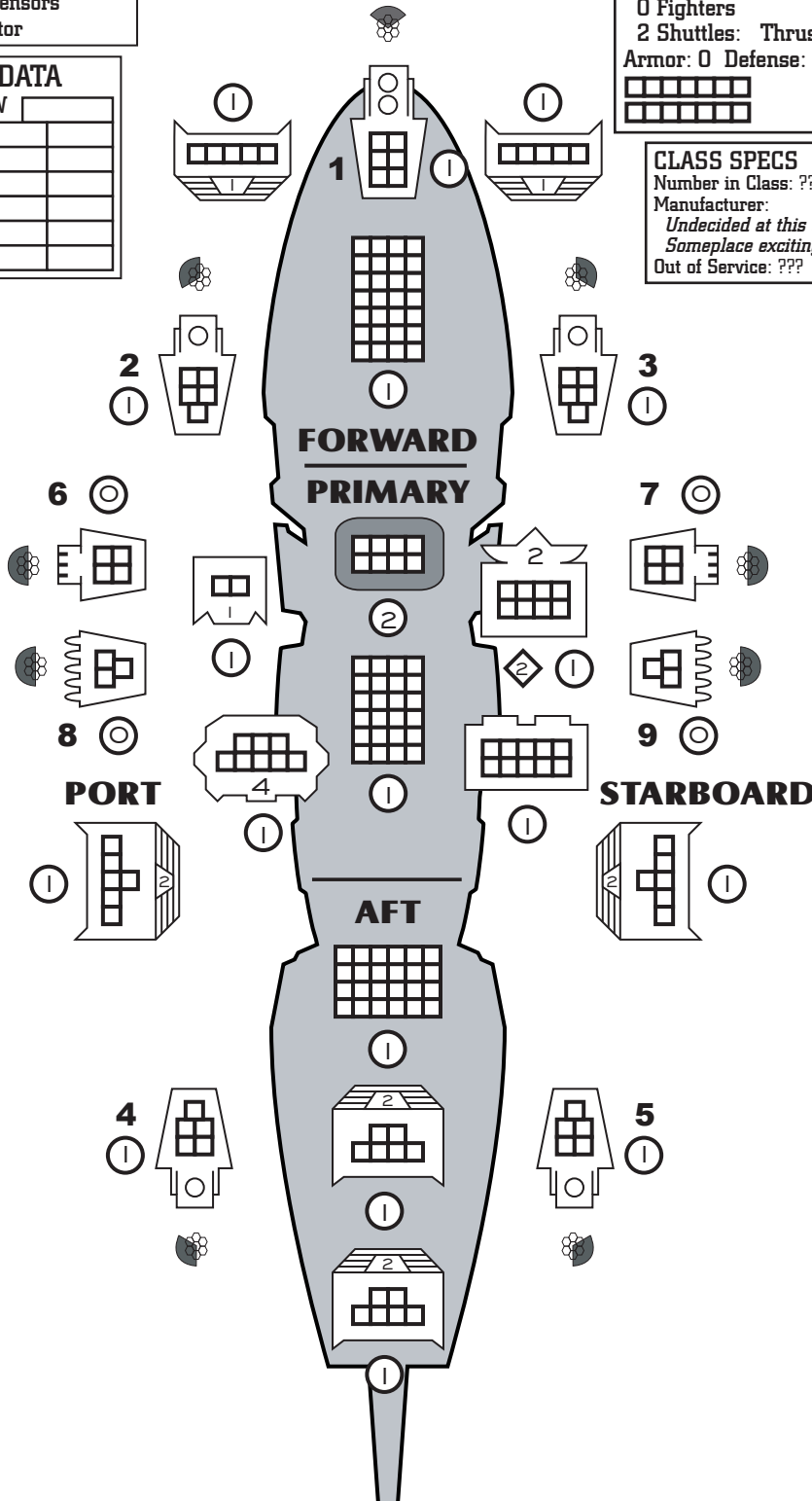
Number in Class: ??
 Manufacturer:
*Undecided at this time,
 Someplace exciting*
 Out of Service: ???

FORWARD HITS	
1-4:	Retro Thrust
5-6:	Bolt Cannon
7-9:	Lt Bolt Cannon
10-18:	Forward Structure
19-20:	PRIMARY Hit
AFT HITS	
1-6:	Main Thrust
7-9:	Lt Bolt Cannon
10-18:	Aft Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-7:	Primary Structure
8-9:	Swarm Launcher
10-11:	Lt Bolt Cannon
12-13:	Port/Stbd Thrust
14-15:	Sensors
16:	Engine
17:	Hangar
18-19:	Reactor
20:	C & C

SPECIAL NOTES
 Ammo Storage Level 1
 Antiquated Sensors
 Fission Reactor

SENSOR DATA

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



MISSILES

Rack #8	
Rack #9	

ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Bolt Cannon
	Light Bolt Cannon
	Gatling Cannon
	Swarm Launcher