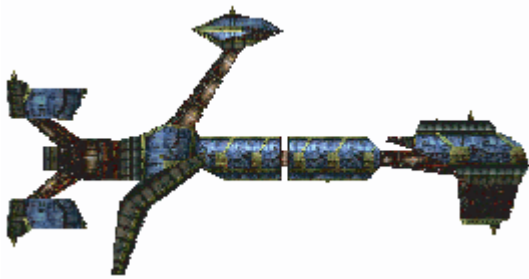




Terran Hades Class Super Destroyer



SPECS Class: Capital Ship In Service: 2336 Point Value: 4250 Ram Factor: 2040 Jump Delay: 25 Turns	MANEUVERING Turn Cost: 5x Speed Turn Delay: 2x Speed Accel/Decel Cost: 15 Thrust Pivot Cost: 8+8 Thrust Roll Cost: 6+6 Thrust	COMBAT STATS Fwd/Aft Defense: 19 Stb/Port Defense: 21 Engine Efficiency: 6/1 Extra Power: 0 Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	5 10 15 20 25 30 35 40 45 50 55 60	
Turn Delay	2 4 6 8 10 12 14 16 18 20 22 24	

FORWARD HITS

- 1-4: Retro Thrust
- 5-7: Hangar
- 8-9: Flux Cannon
- 10-11: Las Defence Turret
- 12: Sheath Shielding
- 13-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-5: Port/Stbd Thrust
- 6: CCEW Pod
- 7-8: Flux Cannon #2
- 9-10: Las Defence Turret
- 11: Cluster Bomb
- 12-18: Aft Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-7: Main Thrust
- 8: Flux Cannon#2
- 9-10: Las Defence Turret
- 11: Sheath Shielding
- 12-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-7: Primary Structure
- 8: Fighter Killer Bank
- 9: Las Defence Turret
- 10-11: Flux Cannon
- 12: Jump Drive
- 13-14: Sensors
- 15-16: Engine
- 17-19: Reactor
- 20: C&C

REACTOR TOTALS

- Reactor#1: 17
- Reactor#2: 17
- Reactor#3: 17
- Reactor#4: 17

Destruction of any one active reactor will result in a catastrophic chain reaction which will destroy the ship. Player may choose to shutdown damaged reactors and by doing so, suffer the above power shortages.

SPECIAL NOTES

- Limited Sensors
- Subspace Drive
- Unique Ship
- Unreliable Ship: Weapons Misfirings
- Power Fluctuations
- Sluggish

SENSOR DATA

Defensive EW

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

HANGARS

- 96 Fighters and Bombers
- 8 Hygeia Support Craft
- 6 Elysium Transports

WEAPON DATA

Flux Cannon
Class: Molecular
Mode: Flash
Damage: 100
Range Penalty: -1 per 4 hexes
Fire Control: +5/+3/-
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Ignores Shields. Not interceptable. May be targeted with called shots by fighters at half normal penalty.

Laser Defence Turret
Class: Laser
Mode: Standard
Range Penalty: -3 per 2 hexes
Intercept Rating: -2

Dispersed Mode:
Damage: 10
Fire Control: +4/+4/+4
Rate of Fire: 2 per turn

Concentrated Mode:
Damage: 13
Fire Control: +4/+3/+1
Rate of Fire: 1 per turn

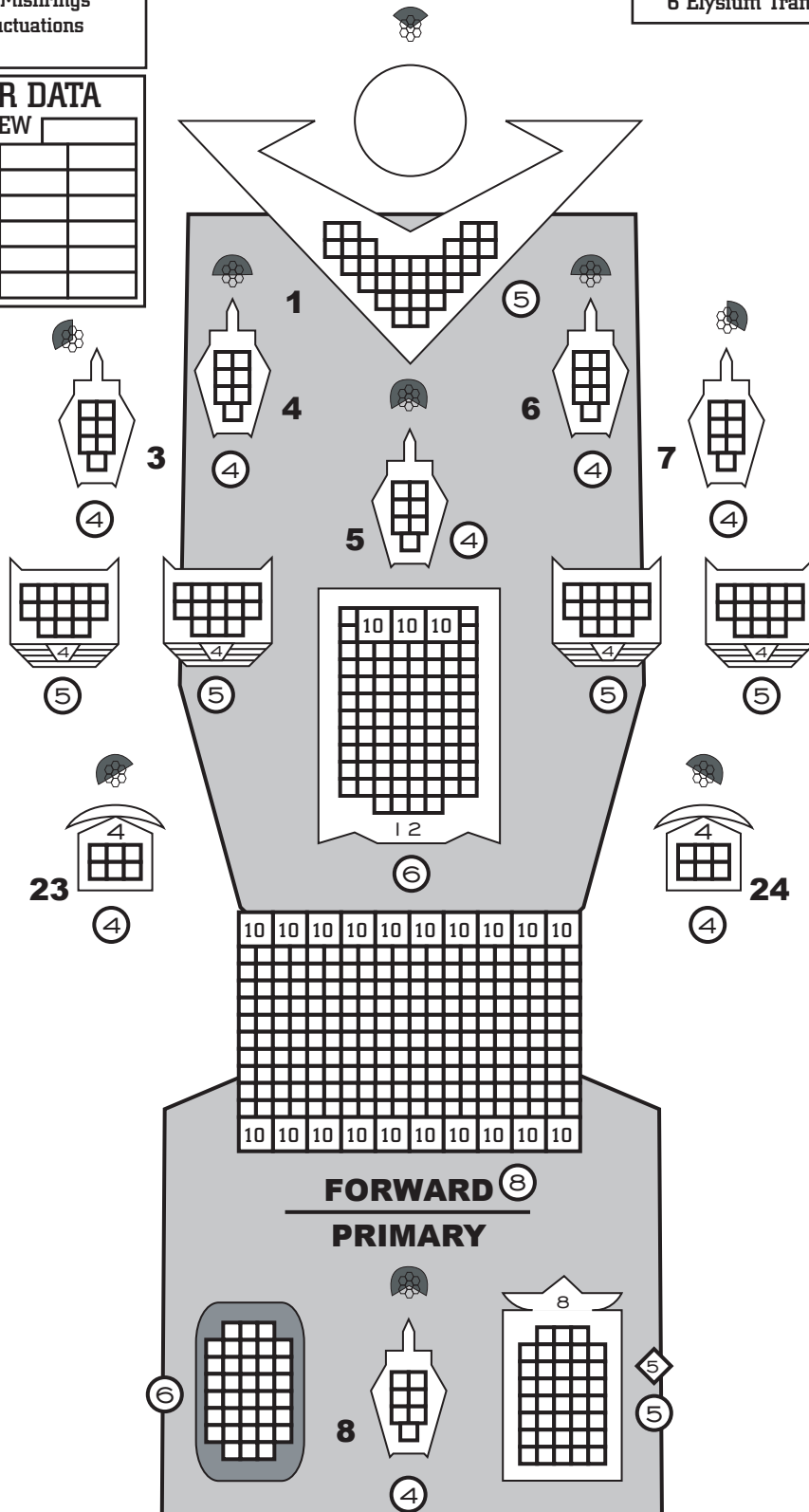
Fighter Killer Bank
Class: Ballistic
Mode: Standard
Damage: 10
Launch Range: 10
Range Penalty: n/a
Fire Control: +0/+0/+4
Intercept Rating: N/A
Rate of Fire: 1 per turn

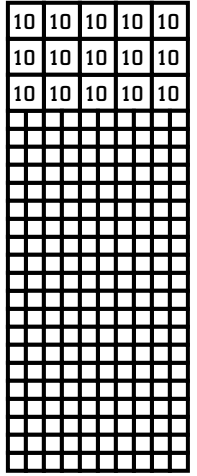
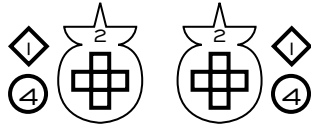
Shivan Cluster Bomb
Class: Proximity (Ballistic)
Modes: Standard
Damage: 10 (+6d6)
*Min targets: one at range 0-1
two at range 2-3
four at range 4-6*

Range Penalty: n/a
Max Range: 5 hexes
Fire Control: -/-/+3
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Scores 10 damage to all units in impact hex plus an additional 6d6 damage which must be split up (before roll to hit and damage) according to the range if possible. May also be fired after ship's movement, it then detonates in fighter vs fighter combat phase.

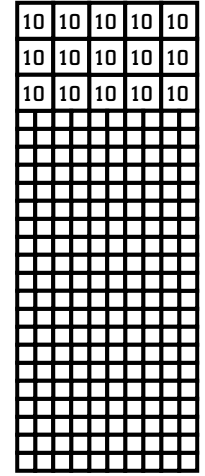
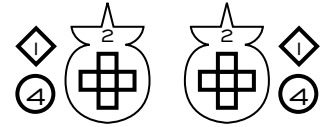
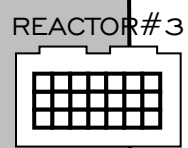
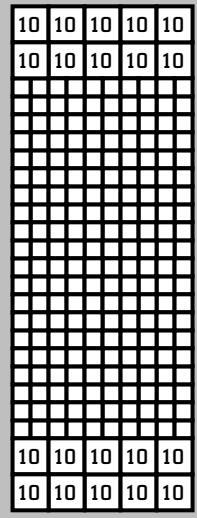
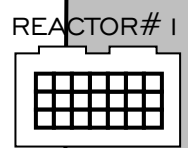
Sheath Shielding
Subtract Shield Factor from any damage scored through arc. Flash weapons are only half as effective against ships protected by Sheath Shielding. Prevents called shots. May not be flown under by fighters or other craft. Do not function while in Subspace.

CCEW Pod
Provides displayed amount of bonus CCEW each turn (no other EW types can be used). These pods cannot be improved, nor can their sensor values be increased. Cannot combine with any other EW or sensor pods.

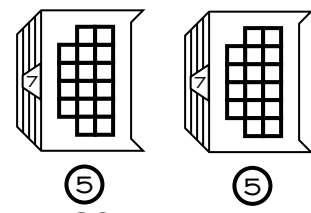
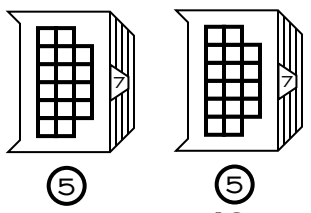
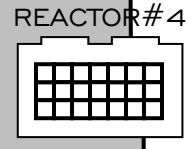
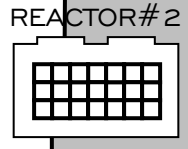




PORT (8)

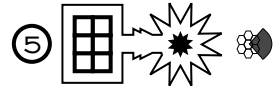


STARBOARD (8)

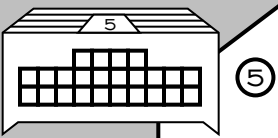
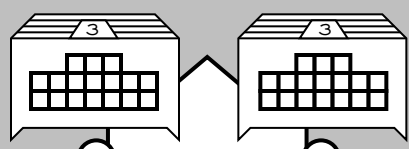
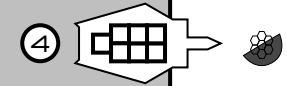
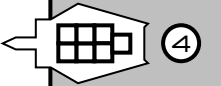
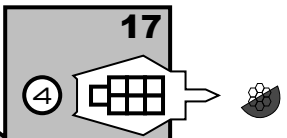
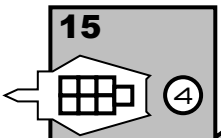
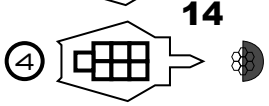
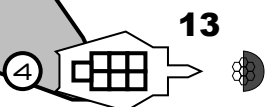
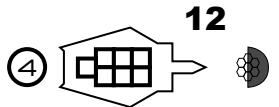
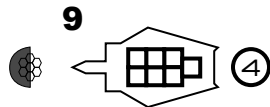
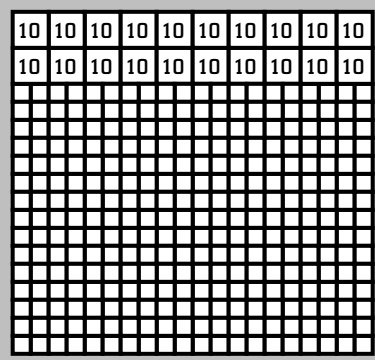


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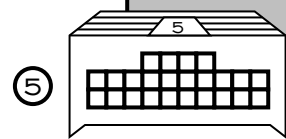
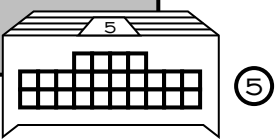
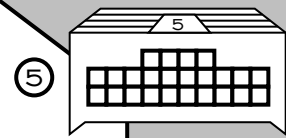
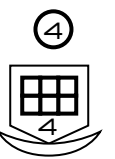
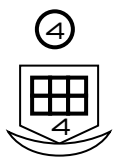
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AFT (8)



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- ICON RECOGNITION**
- Thruster
 - C & C
 - Sensors
 - Engine
 - Reactor
 - Jump Engine
 - Sheath Shield
 - CCEW Pod