



# Vasudan Typhon Class Destroyer



<b>SPECS</b>		<b>MANEUVERING</b>		<b>COMBAT STATS</b>								
Class: Capital Ship		Turn Cost: 3x Speed		Fwd/Aft Defense: 17								
In Service: 2333		Turn Delay: 3/2 Speed		Stb/Port Defense: 18								
Point Value: 1225		Accel/Decel Cost: 9 Thrust		Engine Efficiency: 5/1								
Ramming Factor: 750		Pivot Cost: 8+8 Thrust		Extra Power: 0								
Jump Delay: 20 Turns		Roll Cost: 5+5 Thrust		Initiative Bonus: +0								
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	3	6	9	12	15	18	21	24	27	30	33	36
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

## WEAPON DATA

**Heavy Particle Turret**  
 Class: Particle  
 Mode: Standard  
 Range Penalty: -1 per hex  
 Intercept Rating: -2

*Dispersed Mode:*  
 Damage: 9  
 Fire Control: +3/+3/+4  
 Rate of Fire: 4 per turn

*Concentrated Mode:*  
 Damage: 12  
 Fire Control: +3/+2/+0  
 Rate of Fire: 2 per turn  
*Note: Non-standard rate of fire*

**Particle Turret**  
 Class: Particle  
 Mode: Standard  
 Range Penalty: -3 per 2 hexes  
 Intercept Rating: -2

*Dispersed Mode:*  
 Damage: 6  
 Fire Control: +3/+3/+4  
 Rate of Fire: 3 per turn

*Concentrated Mode:*  
 Damage: 8  
 Fire Control: +3/+2/+0  
 Rate of Fire: 2 per turn

**Flux Mortar**  
 Class: Ballistic  
 Modes: Standard  
 Damage: 15  
 Range Penalty: n/a  
 Max Range: 12 hexes  
 Fire Control: +3/+1/--  
 Intercept Rating: n/a  
 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

## SPECIAL NOTES

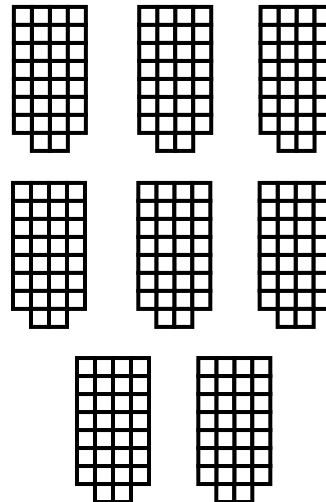
Limited Sensors  
 Subspace Drive

## HANGARS

120 Fighters and Bombers  
 12 Nephthys Spt Craft  
 8 Isis Transports

## ISIS TRANSPORTS

See SCS for statistics



Squadron:		Squadron:	
Role:		Role:	
Craft:		Craft:	
Notes:		Notes:	
Squadron:		Squadron:	
Role:		Role:	
Craft:		Craft:	
Notes:		Notes:	
Squadron:		Squadron:	
Role:		Role:	
Craft:		Craft:	
Notes:		Notes:	
Squadron:		Squadron:	
Role:		Role:	
Craft:		Craft:	
Notes:		Notes:	

## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- CCEW Pod

### FORWARD HITS

- 1-5: Retro Thrust
- 6: CCEW Pod
- 7-8: Fighter Killer Bank
- 9-11: Hvy Particle Turret
- 12-18: Forward Structure
- 19-20: PRIMARY Hit

### PORT HITS

- 1-5: Port/Sth Thrust
- 6-8: Hvy Particle Turret
- 9-10: Flux Mortar
- 11-18: Side Structure
- 19-20: PRIMARY Hit

### AFT HITS

- 1-5: Main Thrust
- 6: CCEW Pod
- 7-8: Jump Drive
- 9-11: Particle Turret
- 12-18: Aft Structure
- 19-20: PRIMARY HIT

### PRIMARY HITS

- 1-8: Primary Structure
- 9-10: Fighter Killer Bank
- 11-12: Sensors
- 13-16: Hangar
- 17-18: Engine
- 19: Reactor
- 20: C&C

### SENSOR DATA

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

