



# Neo Terran Liberty Class Destroyer

## SPECS

Class: Capital Ship  
In Service: 2367  
Point Value: 2750  
Ramming Factor: 740  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 3x Speed  
Turn Delay: 9/5 Speed  
Accel/Decel Cost: 8 Thrust  
Pivot Cost: 8+8 Thrust  
Roll Cost: 5+5 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 18  
Engine Efficiency: 5/1  
Extra Power: 0  
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	4	6	8	9	11	13	15	17	18	20	22

## WEAPON DATA

**Heavy Photon Beam**  
Class: Laser  
Mode: Raking  
Damage: 9d10+58  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+3/-  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns  
*Special: Ignores Shields*

## Photon Cutter

Class: Laser  
Mode: Raking  
Damage: 3d10+6  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+3/-  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns  
*Special: Ignores Shields*

## Minerva Cannon

Class: Laser  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: -2

## Anti-Fighter Mode

Mode: Standard  
Damage: 1d10  
Rate of Fire: 3 per turn

## Anti-Ship Mode

Mode: Raking (6)  
Damage: 3d10  
Rate of Fire: 1 per turn  
*Special: Ignores Shields*

## Heavy Particle Turret

Class: Particle  
Mode: Standard  
Damage: 9  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+4  
Intercept Rating: -2  
Rate of Fire: 4 per turn  
*Alternate Mode: 12 damage, +3/+2/+0, RoF 2 per turn. Non-standard rate of fire.*

## Flak Turret

Class: Particle  
Mode: Pulse (Raking vs Ships)  
Damage: 1d6  
Maximum Pulses: 5  
Pulse Grouping: +1 per 1  
Range Penalty: -1 per hex  
Fire Control: +0/+0/+3  
Intercept Rating: -3 vs Ballistic  
Rate of Fire: 1 per turn  
*Special: Does not breach fighter shields.*

## SPECIAL NOTES

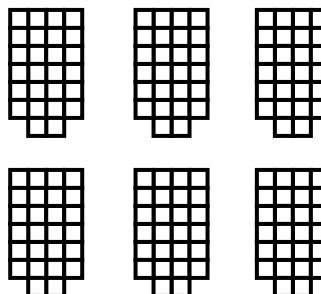
Limited Sensors

## HANGARS

80 Fighters and Bombers  
8 Hygeia Support Craft  
6 Elysium Transports

## ELYSIUM TRANSPORTS

See SCS for statistics



Squadron:	
Role:	
Craft:	
Notes:	

Squadron:	
Role:	
Craft:	
Notes:	

Squadron:	
Role:	
Craft:	
Notes:	

Squadron:	
Role:	
Craft:	
Notes:	

Squadron:	
Role:	
Craft:	
Notes:	

Squadron:	
Role:	
Craft:	
Notes:	

Squadron:	
Role:	
Craft:	
Notes:	

Squadron:	
Role:	
Craft:	
Notes:	

## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Docking Clamp
- CCEW Pod

### FORWARD HITS

- 1-3: Retro Thrust
- 4: CCEW Pod
- 5-7: Heavy Photon Beam
- 7: Minerva Cannon
- 8-10: Hvy Particle Turret
- 11-18: Forward Structure
- 19-20: PRIMARY Hit

### PORT HITS

- 1-4: Port Thrust
- 5-10: Heavy Photon Beam
- 11-18: Port Structure
- 19-20: PRIMARY Hit

### STBD HITS

- 1-4: Stbd Thrust
- 5-7: Heavy Photon Beam
- 8-9: Photon Cutter
- 10: Flak Turret
- 11-18: Stbd Structure
- 19-20: PRIMARY Hit

### AFT HITS

- 1-5: Main Thrust
- 6-7: CCEW Pod
- 8: Minerva Cannon
- 10-11: Hvy Particle Turret
- 12: Flak Turret
- 13-18: Aft Structure
- 19-20: PRIMARY HIT

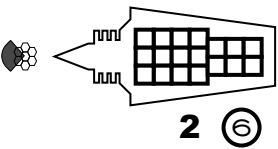
### SENSOR DATA

Defensive EW

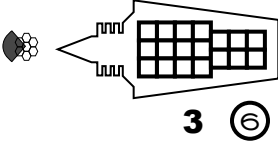
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

### PRIMARY HITS

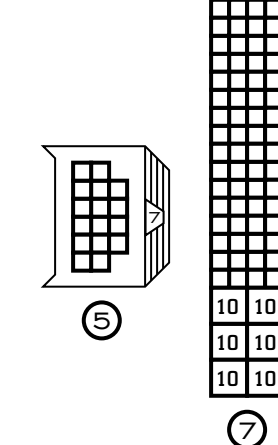
- 1-8: Primary Structure
- 9: Flak Turret
- 10-11: Hvy Particle Turret
- 12: Minerva Cannon
- 13-14: Sensors
- 15-17: Hangar
- 18: Engine
- 19: Reactor
- 20: C&C



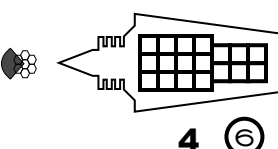
2 6



3 6



5 7



4 6

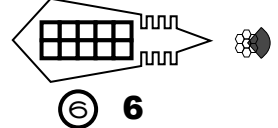
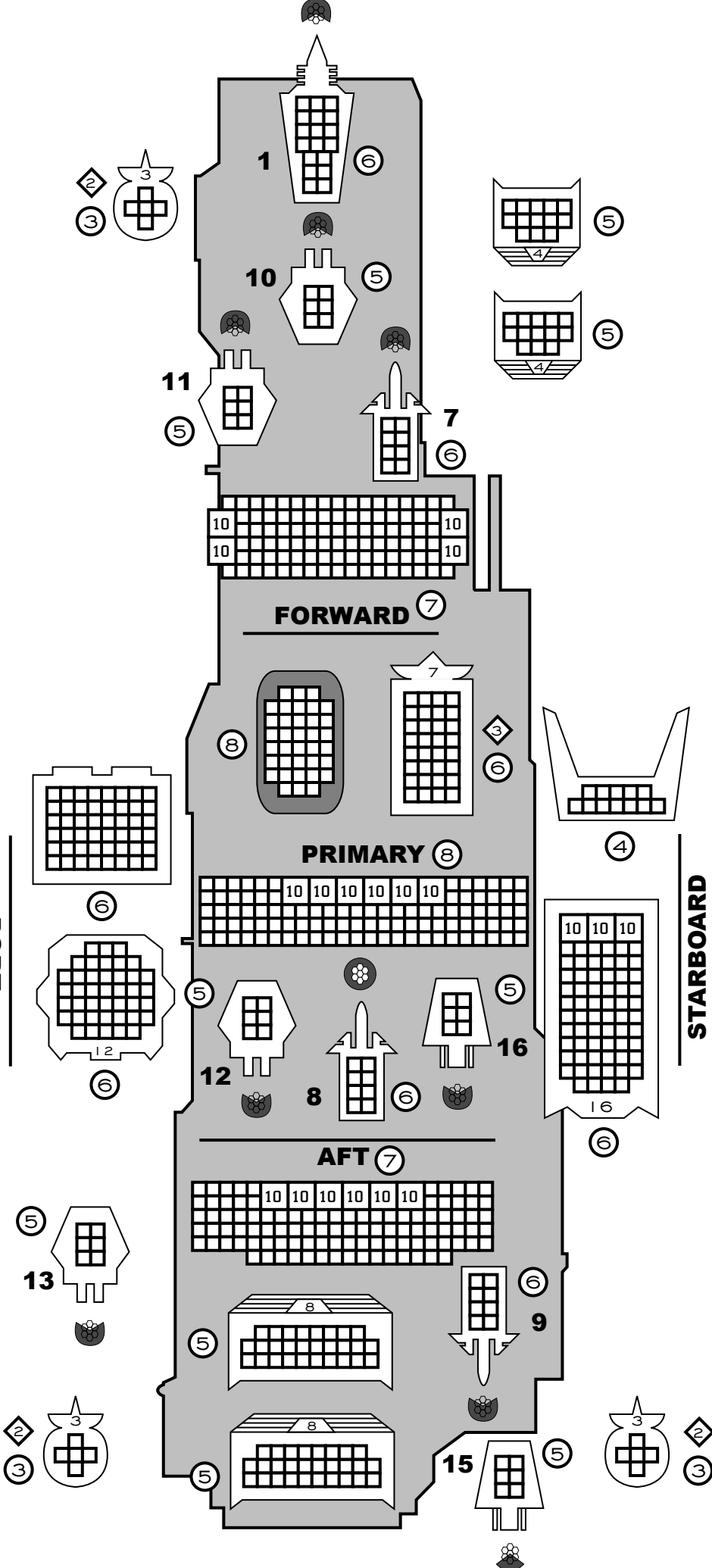


5 13

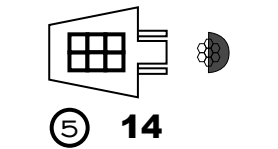


2 3 3

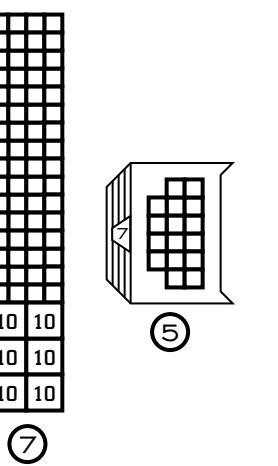
PORT



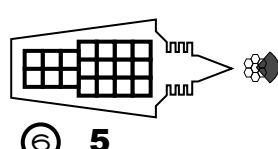
6 6



5 14



4 5 7



6 5

STARBOARD