



2ND EDITION

Terran Hecate Class Destroyer

SPECS

Class: Capital Ship
In Service: 2363
Point Value: 1850
Ramming Factor: 720
Jump Delay: 16 Turns

MANEUVERING

Turn Cost: 3x Speed
Turn Delay: 3/2 Speed
Accel/Decel Cost: 8 Thrust
Pivot Cost: 8+8 Thrust
Roll Cost: 6+6 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 19
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	3	5	6	8	9	11	12	14	15	17	18

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 Flak Turret

Class: Particle
Mode: Pulse (Raking vs Ships)
Damage: 1d10
Maximum Pulses: 5
Pulse Grouping: +1 per 1
Range Penalty: -1 per hex
Fire Control: +0/+0/+4
Intercept Rating: -3 vs Ballistic
Rate of Fire: 1 per turn
Special: Does not breach fighter shields

Ranged Flak Turret

Class: Particle
Mode: Pulse (Raking vs Ships)
Damage: 1d4
Maximum Pulses: 5
Pulse Grouping: +1 per 1
Range Penalty: -1 per 2 hexes
Fire Control: +0/+0/+3
Intercept Rating: -3 vs Ballistic
Rate of Fire: 1 per turn
Special: Does not breach fighter shields

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

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: 2 per turn
Alternate Mode: 12 damage, +3/+2/+0, RoF 1 per turn

Particle Turret

Class: Particle
Mode: Standard
Damage: 6
Range Penalty: -3 per 2 hexes
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 3 per turn
Alternate Mode: 8 damage, +3/+2/+0, RoF 2 per turn

SPECIAL NOTES

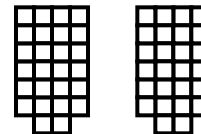
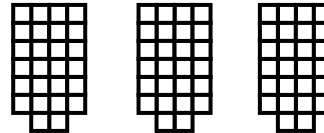
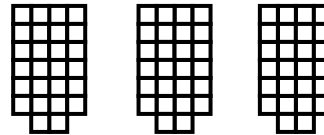
Limited Sensors
Subspace Drive

HANGARS

144 Fighters and Bombers
10 Hygeia Support Craft
8 Elysium Transports

ELYSIUM TRANSPORTS

See SCS for statistics



Hecate - Subclass Beta

Point Value: 2000
Inservice: 2365

Replace weapon#2 with an additional Heavy Photon Beam using same arc and incurring no power deficit.

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Squadron:	
Role:	
Craft:	
Notes:	

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ICON RECOGNITION

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

- FORWARD HITS**
 1-3: Retro Thrust
 4-5: Main Thrust
 6: CCEW Pod
 7: Heavy Photon Beam
 8: Photon Cutter
 9: Minerva Cannon
 10-11: Flak Turret (Any)
 12: Particle Turret
 13-18: Forward Structure
 19-20: PRIMARY Hit
- SIDE HITS**
 1-4: Port/Stbd Thrust
 5-6: CCEW Pod
 7-8: Photon Cutter
 9-10: Minerva Cannon
 11: Flak Turret
 12-18: Side Structure
 19-20: PRIMARY Hit
- AFT HITS**
 1-5: Main Thrust
 6: Photon Cutter
 7-8: Minerva Cannon
 9-11: Flak Turret (Any)
 12: Hvy Particle 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: Particle Turret
 10: Flak Turret
 11: Jump Drive
 12-13: Sensors
 14-16: Hangar
 17-18: Engine
 19: Reactor
 20: C&C

