



Vasudan Hatshepsut Class Destroyer



SPECS

Class: Capital Ship
In Service: 2360
Point Value: 2200
Ramming Factor: 840
Jump Delay: 15 Turns

MANEUVERING

Turn Cost: 10/3 Speed
Turn Delay: 3/2 Speed
Accel/Decel Cost: 10 Thrust
Pivot Cost: 8+8 Thrust
Roll Cost: 6+6 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	4	7	10	14	17	20	24	27	30	34	37	40
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

WEAPON DATA

Photon Cannon
Class: Laser
Mode: Raking
Damage: 7d10+48
Range Penalty: -1 per 3 hexes
Fire Control: +4/+2/-
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Ignores Shields

Light Photon Cannon

Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 3 hexes
Fire Control: +3/+2/-
Intercept Rating: n/a
Rate of Fire: 1 per 3 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: 2 per turn
Alternate Mode: 12 damage, +3/+2/+0, RoF 1 per turn

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.

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

SPECIAL NOTES

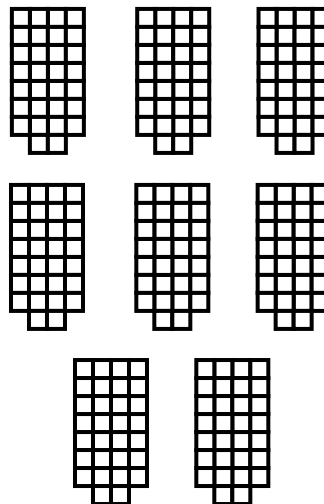
Limited Sensors
Subspace Drive

HANGARS

156 Fighters and Bombers
12 Nephthys Spt Craft
8 Isis Transports

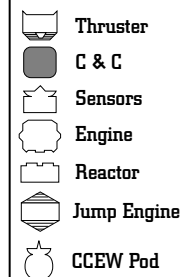
ISIS TRANSPORTS

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



FORWARD HITS

- 1-4: Retro Thrust
- 5-6: Photon Cannon
- 7-8: Minerva Cannon
- 9: Hvy Particle Turret
- 10-11: Flux Mortar
- 12-18: Forward Structure
- 19-20: PRIMARY Hit

PORT HITS

- 1-4: Port/Sth Thrust
- 5-6: CCEW Pod
- 7-10: Flak Turret
- 11: Hvy Particle Turret
- 12-18: Side Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-5: Main Thrust
- 6-7: Photon Cannon
- 8: Light Photon Cannon
- 9: Minerva Cannon
- 10: Hvy Particle Turret
- 11-12: Flux Mortar
- 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
- 9-10: Flak Turret
- 11: Photon Cannon
- 12: Jump Drive
- 13-14: Sensors
- 15-16: Hangar
- 17-18: Engine
- 19: Reactor
- 20: C&C

