



# Vasudan Typhon Class Destroyer



## SPECS

Class: Capital Ship  
In Service: 2356  
Point Value: 1760  
Ramming Factor: 750  
Jump Delay: 20 Turns

## MANEUVERING

Turn Cost: 3x Speed  
Turn Delay: 3/2 Speed  
Accel/Decel Cost: 9 Thrust  
Pivot Cost: 8+8 Thrust  
Roll Cost: 5+5 Thrust

## COMBAT STATS

Fwd/Aft Defense: 17  
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	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*

### 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.*

### 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

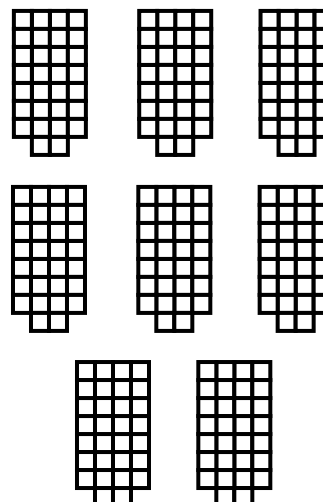
Limited Sensors  
Subspace Drive  
Unreliable Ship:  
Power Fluctuations

## HANGARS

120 Fighters and Bombers  
12 Nephthys Spt Craft  
8 Isis Transports

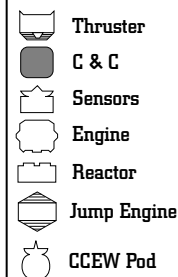
## ISIS TRANSPORTS

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



### FORWARD HITS

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

### PORT HITS

- 1-5: Port/Sth Thrust
- 6-7: Flak Turret
- 8-9: Flux Mortar
- 10-18: Side Structure
- 19-20: PRIMARY Hit

### AFT HITS

- 1-5: Main Thrust
- 6: CCEW Pod
- 7-8: Jump Drive
- 9-10: Photon Cannon
- 11: Minerva Cannon
- 12: Flak Turret
- 13-18: 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	

