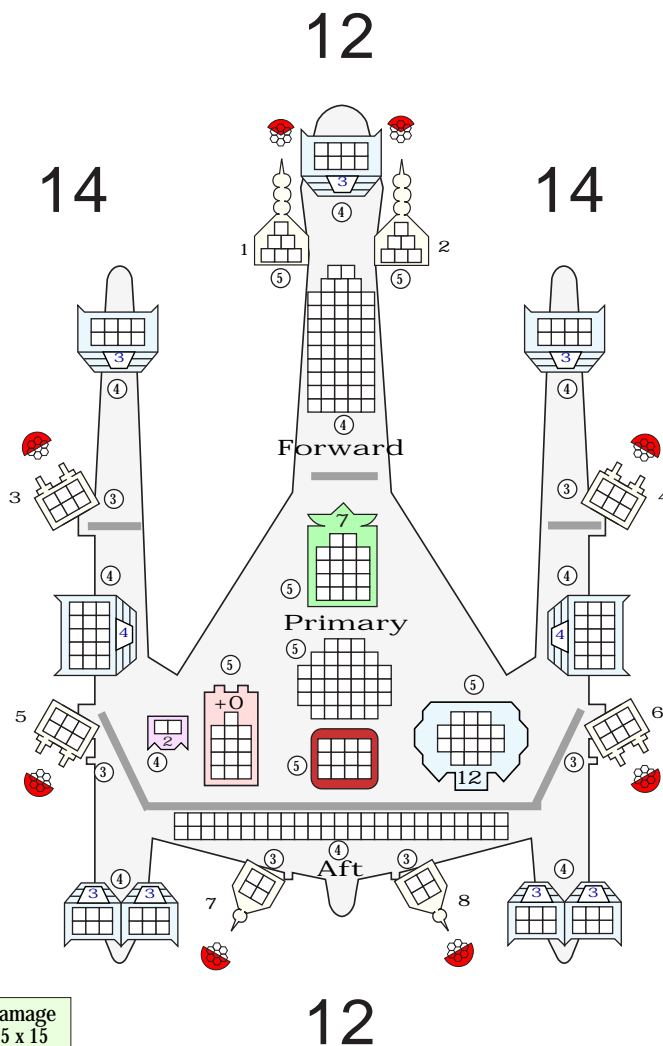


Rongoth Destroyer

Narn Regime



1



Foreward hits	
1-5	: Retro thruster
6-9	: Heavy Pulse cannon
10-12	: Twin Array
13-18	: Structure
19-20	: PRIMARY hit
Aft Hits	
1-7	: Main thruster
8-9	: Twin array
10-11	: Light pulse cannon
12-18	: Structure
19-20	: PRIMARY hit
PRIMARY HITS	
1-7	: Structure
8-11	: Side thruster
12-13	: Sensors
14-15	: Engine
16-17	: Hangar
18-19	: Reactor
20	: C&C

Specs	
Class	HCV
Point value	485
Deployment	-
In service	2241

Hangar	
Launch:	1/tum
Fighters	0
Shuttles	2

Stats	
Engine Effic.	2/1
Pivot	3
Roll	1
Ramming	130

WEAPON	Type	Int	RoF	Mode	Range	Fire Ctrl	Damage
Heavy Pulse	Pulse	-1	1/3	Std	-1/ 2hexes	+4/+3/-1	d 5 x 15
Light Pulse	Pulse	-2	1	Std	-2/ hex	+3/+3/+4	d 5 x 8
Twin Array	Particle	-2	2	Std	-2/ hex	+4/+5/+6	d10+4

Speed (accn) (3)	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Turn cost	2/3	1	2	2	3	4	4	5	6	6	7	8	8	9	10
Turn delay	1/2	1	1	2	2	3	3	4	4	5	6	6	7	7	8
No. of turns	1++	2++	3+6	3+3	3	3	2+2	2	2	1+5	1+4	1+4	1+3	1+2	1+2

System	Power	Turn 1	2	3	4	5	6	7	8	9	10	11	12	13	14
INITIATIVE	+ 8														
1. Heavy pulse cannon	4														
2. Heavy pulse cannon	4														
3. Twin Array	2														
4. Twin Array	2														
5. Twin Array	2														
6. Twin Array	2														
7. Light pulse cannon	2														
8. Light pulse cannon	2														
Extra power available	+0														
EW / Thrust bought															
EW / Thrust total	7 / 12														
Defensive EW															
CCEW															
Target 1															
Target 2															
Target 3															
Target 4															
Target 5															
Speed															
Pivot															
Slide															