

# XENEPHON Destroyer

## Earth Alliance DH

Ship Name: \_\_\_\_\_

Counter: \_\_\_\_\_



SPECS	
Class:	Capital
Point Value:	1000?
In Service:	2261
Endurance:	6 months
Jump Delay:	20 turns
Ram Factor:	TBD

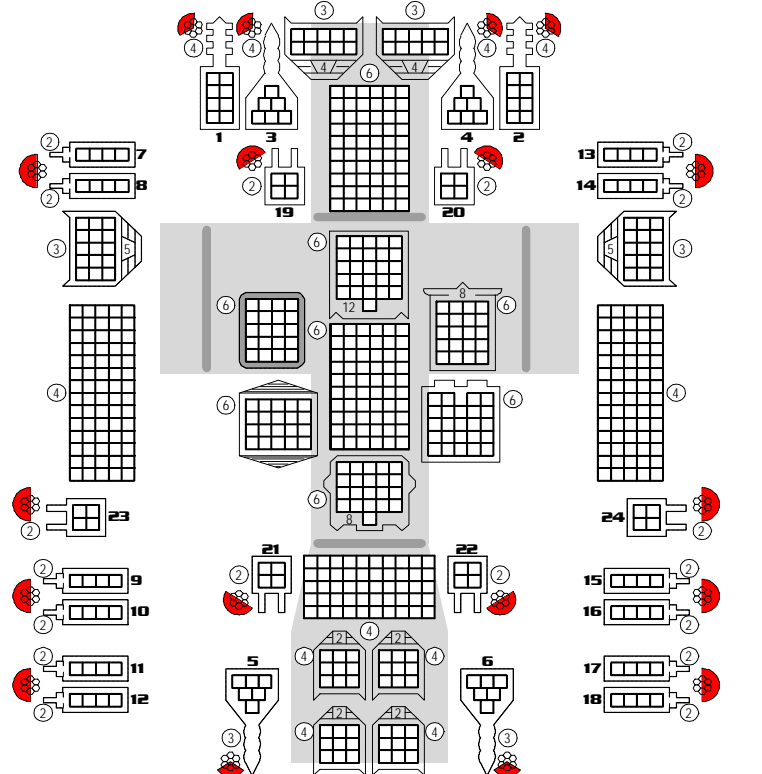
HANGAR	
Launch:	12 / turn
Fighters:	24
Fit 1:	_____
Fit 2:	_____
Fit 3:	_____
Fit 4:	_____
Shuttles:	2
S1:	_____
S2:	_____

COMBAT STATS	
Defense	
Fwd / Aft:	16 (12)
Strb / Port:	18 (14)
Engine Efficiency:	3/1
Free Thrust:	8
Sensors:	8
Power:	57(+4)
Initiative Bonus:	+0

MANEUVERING	
Turn Cost:	1 x Speed
Turn Delay:	1 x Speed
Accel/Decel:	3
Pivot:	3 + 3
Roll:	2 + 2
Side:	1/5 Speed

WEAPONS	Class	Modes	Damage	Rng	Fire Ctrl	Int	RoF
Hvy Laser Cannon	laser*	R,S	4d10+20	-1/3 h	+3/+2/-4	n/a	1/4
Hvy Pulse Cannon	pulse	Std x d5	15	-1/2 h	+4/+3/-1	-1	1/3
Std Particle Beam	particle	Std	1d10+6	-1/h	+6/+4/+4	-2	1/1
Interceptor Mk-II	particle	Std	1d10+8	-2/h	--/-/+9	-4	1/1

FOREWARD HITS	
1-3 :	Retro Thruster (3)
4-6 :	Heavy Laser (4)
7-8 :	Pulse Cannon (4)
9-10 :	Interceptor (2)
11-18 :	Fore Structure (6)
19-20 :	PRIMARY Hit
SIDE HITS	
1-4 :	Side Thruster (3)
5-9 :	Particle Beam (2)
10-11 :	Interceptor (2)
12-18 :	Side Structure (4)
19-20 :	PRIMARY Hit
AFT HITS	
1-6 :	Main Thruster (4)
7-9 :	Pulse Cannon (3)
10 :	Interceptor (2)
11-18 :	Aft Structure (4)
19-20 :	PRIMARY Hit
PRIMARY HITS	
1-8 :	Primary Structure (6)
9-10 :	Jump Engine (6)
11-14 :	Sensors (6)
15-16 :	Engine (6)
17-18 :	Hangar (6)
19 :	Reactor (6)
20 :	C&C (6)



System <Power>	Turn 1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1.Hvy Laser	<input type="checkbox"/>														
2.Hvy Laser	<input type="checkbox"/>														
3.Hvy Pulse	<input type="checkbox"/>														
4.Hvy Pulse	<input type="checkbox"/>														
5.Hvy Pulse	<input type="checkbox"/>														
6.Hvy Pulse	<input type="checkbox"/>														
7.Std P.Beam	<input type="checkbox"/>														
8.Std P.Beam	<input type="checkbox"/>														
9.Std P.Beam	<input type="checkbox"/>														
10.Std P.Beam	<input type="checkbox"/>														
11.Std P.Beam	<input type="checkbox"/>														
12.Std P.Beam	<input type="checkbox"/>														
13.Std P.Beam	<input type="checkbox"/>														
14.Std P.Beam	<input type="checkbox"/>														
15.Std P.Beam	<input type="checkbox"/>														
16.Std P.Beam	<input type="checkbox"/>														
17.Std P.Beam	<input type="checkbox"/>														
18.Std P.Beam	<input type="checkbox"/>														
19.Interceptor	<input type="checkbox"/>														
20.Interceptor	<input type="checkbox"/>														
21.Interceptor	<input type="checkbox"/>														
22.Interceptor	<input type="checkbox"/>														
23.Interceptor	<input type="checkbox"/>														
24.Interceptor	<input type="checkbox"/>														
Sensors	<input type="checkbox"/>														
Jump Drive	<input type="checkbox"/>														
Extra Power [+4]															
EW Total [8]															
Thrust(e/e) (3/1)[8]															
INITIATIVE [+0]															
Defensive EW															
Target #1															
Target #2															
Target #3															
Target #4															
Target #5															
Target #6															
Target #7															
Acceleration (3/1)															
SPEED															
THRUST Avail.															
Last Move															
F [8]															
Thrust P/S [5/5]															
A [8]															