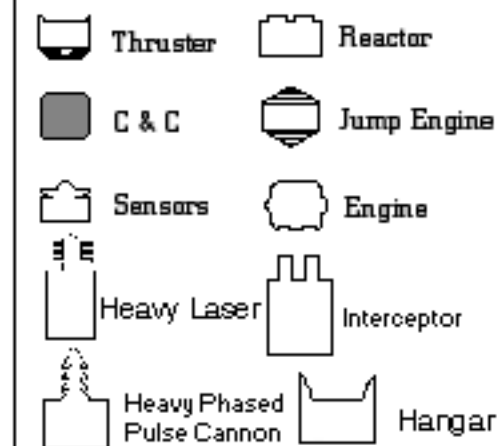


ICON RECOGNITION



Version 1: 2E/SW

Name: _____ Counter: _____



Cadaver Destroyer (Beta)

SPECS	
Class: Capital Ship	In Service: 2269
Point Value: 2000	Ramming Factor: 400
Jump Delay: 18	

MANEUVERING	
Turn Cost: 1/2 Speed	Turn Delay: 1/2 Speed
Accel/Decel Cost: 3 Thrust	Pivot Cost: 2+2 Thrust
Roll Cost: 4+4 Thrust	

COMBAT STATS	
Fwd/Aft Defense: 15 (11)	Stb/Port Defense: 17 (13)
Engine Efficiency: 4/1	Extra Power: +0
Initiative Bonus: +2	

WEAPON DATA	
Heavy Laser	
Class: Laser	Modes: R,S
Damage: 4d10+20	Range Penalty: -1 per 3 hex
Fire Control: +3/+2/-4	Intercept Rating: N/A
Rate of fire: 1 per 4 turns	

FORWARD HITS	
1-8: Retro Thrust	
9-10: Heavy Cannon	
11-12: Interceptor	
13-18: Forward Struct	
19-20: PRIMARY Hit	

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SIDE HITS	
1-6: Port/Stb Thrust	
7-8: Heavy Cannon	
9-11: Heavy Laser	
12-18: Port/Stb Struct	
19-20: PRIMARY Hit	

HANGAR	
2 Shuttles	Thrust: 3
Armor: 1	Defense: B/10

Heavy Phasing Pulse Cannon	
Class: Molecular	Mode: Pulse
Damage: 18 1d5 times	Maximum Pulses: 6
Grouping Range: +1 per 3	Range Penalty: -1 per 2 hexes
Fire Control: +6/+4/-2	Intercept Rating: -2
Rate of Fire: 1 per turn	

AFT HITS	
1-8: Main Thrust	
9-10: Heavy Cannon	
11-12: Interceptor	
13-18: Aft Struct	
19-20: PRIMARY Hit	

Interceptor MK-II	
Intercept Rating: -4	Rate of Fire: 1 per turn
OFFENSIVE MODE:	
Class: Particle	Mode: Standard
Damage: 1d10+8	Fire Control: -1/-8
Range penalty: -2 per hex	

PRIMARY HITS	
1-9: Primary Struct	
10-12: Hangar	
13-14: Sensors	
15-16: Engine	
17: Jump Drive	
18-19: Reactor	
20: C & C	

