





I-IXIAN RAPTOR DESTROYER

SPECS	MANEUVERING	COMBAT STATS
Class: MEDIUM VESSEL	Turn Cost: 1 X SPEED	Fwd/Aft Defense: 1 2
In Service: 2 1 1 2	Turn Delay: 1/2 SPEED	Stb/Port Defense: 1 3
Point Value: 700	Accel/Decel Cost: 2 THRUST	Engine Efficiency: 3/1
Ramming Factor: 150	Pivot Cost: 2+2	Extra Power: +4
Jump Delay: 6 (12)	Roll Cost: 3+3	Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA

MEGA LASER: 
 CLASS: LASER
 MODES: R, S
 DAMAGE: 6D10+30 
 RP: -1 PER 6 HEXES
 FIRE CONTROL: +6/+3/-6
 INTERCEPT: N/A
 ROF: 1 PER 6 TURNS

PULSE LASER: 
 CLASS: PULSE/LASER
 MODES: S
 DAMAGE: 5D5+2D10 
 RP: -1 PER 2 HEXES
 FIRE CONTROL: +4/+2/+1
 INTERCEPT RATING: -1
 ROF: 1 PER TURN

SPECIAL NOTES

Agile Ship
 Atmospheric Capable

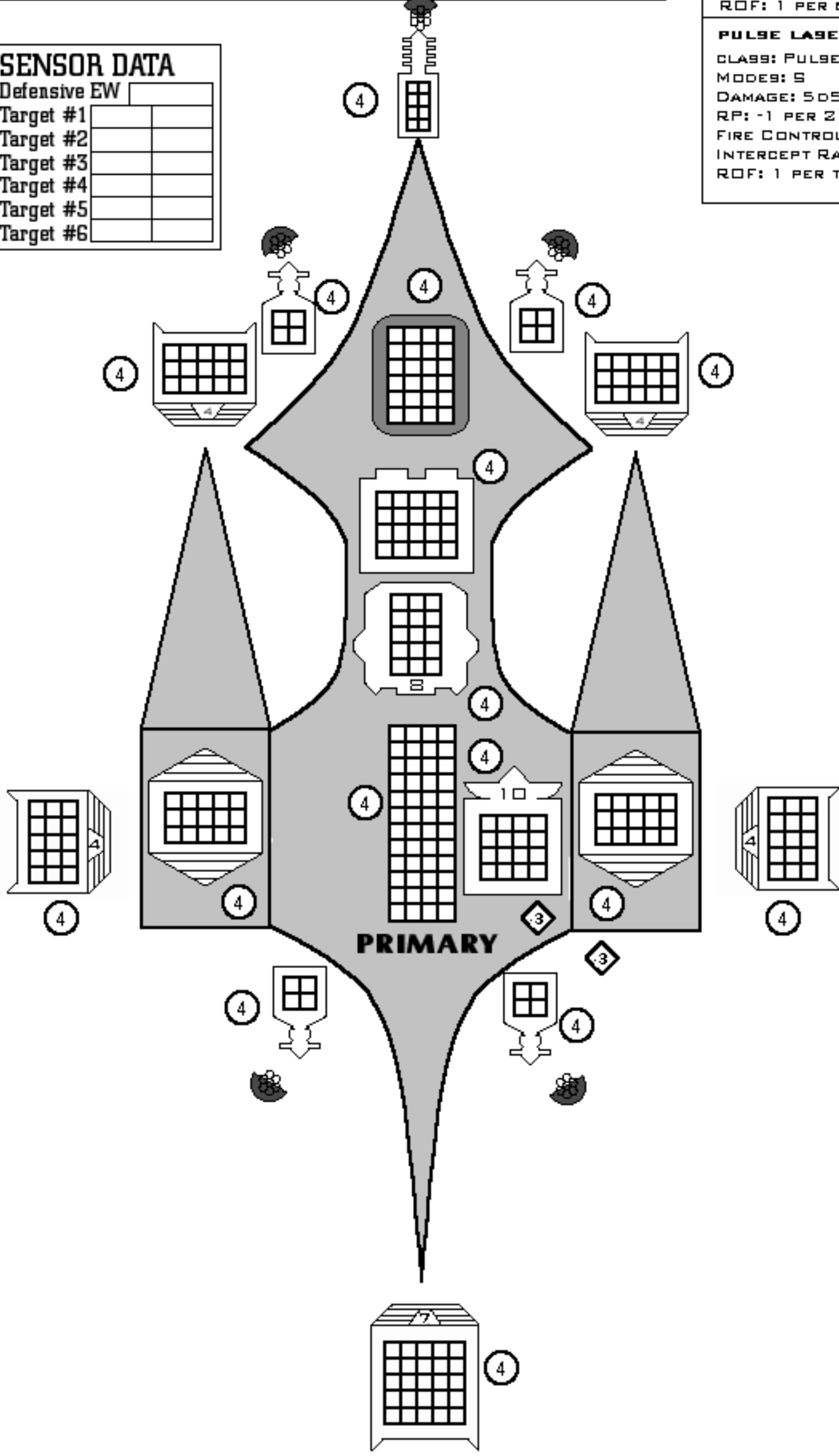
PRIMARY HITS

1-2: MEGA LASER
 3-4: PULSE LASER
 5-6: JUMP ENGINE
 7-8: SENSOR
 9-10: ENGINE
 11-12: REACTOR
 13-14: THRUSTER
 15-19: PRIMARY STRUCTURE
 20: C&C

SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- MEGA LASER
- PULSE LASER