



Gaim Raman Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2260	Turn Delay: 2/3 Speed	Stb/Port Defense: 14
Point Value: 650	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 140	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 3+3 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

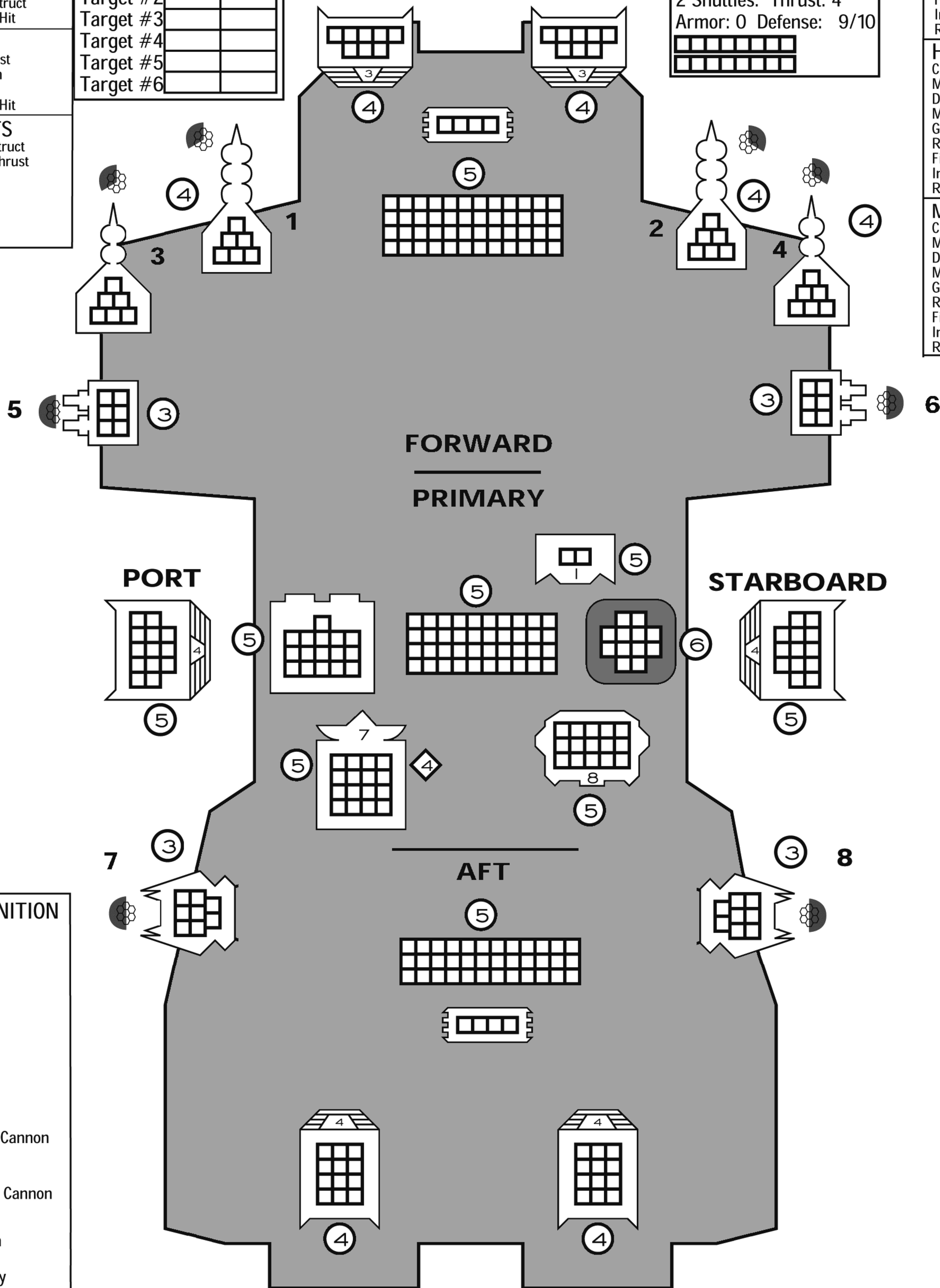
WEAPON DATA

Scattergun Class: Particle Modes: Standard Damage: 2d6+1 Range Penalty: -2 per hex Fire Control: +0/+2/+5 Intercept Rating: -2 Rate of Fire: 1d6 per turn	
Twin Array Class: Particle Mode: Standard Damage: 1d10+4 Range Penalty: -2 per hex Fire Control: +4/+5/+6 Intercept Rating: -2 Rate of Fire: 2 per turn	
Heavy Pulse Cannon Class: Particle Mode: Pulse Damage: 15 1d5 Times Maximum Pulses: 6 Grouping Range: +1 per 4 Range Penalty: -1 per 2 hexes Fire Control: +4/+3/-1 Intercept Rating: -1 Rate of Fire: 1 per 3 turns	
Medium Pulse Cannon Class: Particle Mode: Pulse Damage: 10 1d5 Times Maximum Pulses: 6 Grouping Range: +1 per 4 Range Penalty: -1 per hex Fire Control: +4/+3/+1 Intercept Rating: -2 Rate of Fire: 1 per 2 turns	

FORWARD HITS 1-3: Retro Thrust 4-5: Hvy Pulse Cannon 6-7: Med Pulse Cannon 8-9: Twin Array 10-18: Forward Struct 19-20: PRIMARY Hit
AFT HITS 1-6: Main Thrust 7-10: Scattergun 11-18: Aft Struct 19-20: PRIMARY Hit
PRIMARY HITS 1-8: Primary Struct 9-11: Port/Stb Thrust 12-13: Sensors 14-15: Engine 16: Hangar 17-19: Reactor 20: C & C

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

HANGAR
0 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 9/10



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Hvy Pulse Cannon
	Med Pulse Cannon
	Scattergun
	Twin Array
	Bulkhead