

DESTROYERS

Destroyers are classified as vessels between frigate and light cruiser tonnage. Typically, they hunt in packs in a manner more akin to escorts than capital ships. Although Destroyers have many and varied roles, a common feature is an ability to inflict high levels of damage for their size - especially against larger prey.

Given their increased size over frigates, they have sufficient superstructure to incorporate more advanced weaponry as well as other systems too difficult to integrate on smaller ships. Some feature abilities found nowhere else, especially on designs focused towards a particular niche. These more specialist variants of Destroyers can often offer any admiral an edge, such as exotic weapons, abnormal speed or unusual launch capacity.

One notable downside of destroyers and their extensive load-outs is that they frequently give off large energy signatures when unleashed to their fullest, dictating a need for careful and decisive use. These powerful weapons also require significant power drain, thus restricting a full salvo for use at idle thrust. This makes them less flexible and not as manoeuvrable as frigates. However, most are tougher than frigates, and can be thought of as “mini-battlecruisers”, since they are extremely powerful in the right situation.

EXPERIMENTAL RULES

LIGHT 2 TONNAGE

Ships with a tonnage notation of L2 are Tonnage 2 for the purposes of calculating Battlegroup Strategy Rating and claiming Critical Locations. For the purposes of fleet organisation L2 ships are considered Light.

ATMOSPHERIC WEAPONS

Atmospheric weapons are capable of firing from low orbit into atmosphere without any penalties to Lock for Atmosphere or crossing Orbital Layers. Range for Atmospheric weapons targeting a ship in Atmosphere is equal to Scan+ target Signature (unless the weapon system is otherwise limited to Scan range only i.e. Close Action weapons). Atmospheric weapons may only target ships in atmosphere, not clusters, sectors or other targets. Atmospheric weapons may be used against targets outside atmosphere and function exactly as other weapons systems when used in this manner, including suffering normal penalties to Lock for crossing orbital layers.

SCOURGE SUCCUBUS

DESTROYER

55 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
SUCCUBUS	6"	5"	10"	6	4+	4	2-3	L2	

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS BEAMS	3+	1	2	F	SCALD
OCULUS BEAMS	3+	1	2	F	SCALD
SEEKERS	3+	3	1	F/S/R	ALT-1, ATMOSPHERIC, CLOSE ACTION
PLASMA SQUALL	3+	D3+2	1	F/S/R	ALT-1, SCALD, CLOSE ACTION

CLOAKING CREST: This ship may take a Cloaking Crest for +5pts. If it does so, it gains Stealth and Partial Cloak.

Infamous ships of the class: *Fool's Doom, Chang's End, Bloodtide*

The Succubus is the most common Scourge vessel of destroyer tonnage encountered in the Reconquest so far. Although they are far less common than frigates, the enemy appears to be increasing its use of destroyers, especially where increasingly outnumbered. Such ships are useful in that they offer the speed and utility of a frigate with increased resilience and firepower.

As a fighting ship, the Succubus has proven to be highly adaptable and capable. It is a troublesome opponent for capital ships and swarms of lighter vessels alike due to its numerous weapons systems. The only downside to this armament is its power consumption, producing highly conspicuous energy spikes when fully unleashed. This is often mitigated by the inclusion of a cloaking crest, similar to that employed by larger Scourge vessels. It appears that this is an optional addition that is not always present in the class. Naval analysts have speculated that such technology is resource intensive, and only sees use where the enemy needs it most.

SCOURGE INCUBUS

DESTROYER

55 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
INCUBUS	6"	5"	10"	6	4+	4	2-3	L2	

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS RAYS	3+	1	1	F	SCALD
FURNACE BLASTER	4+	3	1	F(N)	ALT-1, SCALD, BURNTHROUGH (6)
FURNACE BLASTER	2+	1	1	F(N)	ALT-1, SCALD, BURNTHROUGH (2), FLASH
PLASMA SQUALL	3+	D3+2	1	F/S/R	SCALD, CLOSE ACTION

CLOAKING CREST: This ship may take a Cloaking Crest for +5pts. If it does so, it gains Stealth and Partial Cloak.

Infamous ships of the class: *Night's Eye, Pompeii, Darkstone*

This Incubus is the sister class of the more common Succubus. It carries a more conspicuous armament; a single enlarged furnace cannon, a fearsome weapon capable of cutting to the heart of any adversary. The weapon also offers multiple fire modes, as it does on larger Scourge ships, making it useful for damage dealing and target marking. The latter mode is especially potent in this class, as a pack of these ships can heat an enemy vessel's hull to extreme levels, making it highly visible to the rest of the fleet. Coupled with an optional cloaking crest, the Incubus is an excellent expeditionary ship.

The class also features formidable close action weaponry far superior to that of most Scourge frigates and equivalent to other destroyers. This makes the Incubus a multi-role threat that should always be considered in any battle plan. Failure to deal with these ships in the early stages of an engagement risks losing the advantage at longer ranges usually expected when facing the Scourge.

SCOURGE REVENANT

DESTROYER

60 PTS



NAME	SCAN	SIG	THRUST	HULL	A	PD	G	T	SPECIAL
REVENANT	6"	5"	10"	6	4+	4	2-4	L2	LAUNCH

TYPE	LOCK	ATTACK	DAMAGE	ARC	SPECIAL
OCULUS RAYS	3+	1	1	F	SCALD
PLASMA STORM	3+	D6+2	1	F/S/R	SCALD, CLOSE ACTION

LOAD	LAUNCH	SPECIAL
FIGHTERS & BOMBERS	1	

CLOAKING CREST: This ship may take a Cloaking Crest for +5pts. If it does so, it gains Stealth and Partial Cloak.

Infamous ships of the class: *The Four Horsemen* (group of four vessels), *Greywolf*

The Revenant is one of the most feared of the Scourge destroyers, and for good reason. The class offers a range of options for dealing death, from conventional oculus weapons, to powerful close action, to bomber capacity. In particular, this combination allows the ship to unleash its full destructive potential subtly, without having to generate significant energy spikes all while still able to manoeuvre. This varied armament and ability makes it a consistently deadly foe, especially for groups of frigates at close range.

The downside to this mixed approach is that its capacity for fighters and bombers is proportionately low, explaining its designation as a destroyer as opposed to an escort carrier by the Admiralty. In order to build up significant waves of bombers able to overcome enemy point defence, Revenants frequently hunt in larger packs than typical Scourge destroyers. A full group of four of these accomplished killers is a threat to almost anything in the battlespace.