

Ship Name: Rebel Destroyer  
Cost: 2.80 Million Credits

Speed: 300  
Accel: Very Good  
Turn: Average  
Shields: 200  
Armor: 50  
Guns: Maximum of 5  
Turrets: Maximum of 4  
Space: 80 tons  
Cargo: 30 tons  
Fuel: 4 jumps  
Length: 52 m  
Mass: 240 tons  
Crew: 115

Standard weapons:

- 2 Torpedo Launchers + 12 Torpedos
- 2 Missile Racks + 10 Missiles
- 2 Proton Turrets
- 1 Rocket Launcher + 6 Heavy Rockets

My opinion: This upgraded Argosy is weaker than a Confed Frigate, but cheaper. It's not a bad ship if you're able to obtain it by capturing it (not likely), but purchasing it just isn't worth it. While it can hold up better than a Kestrel it can't even carry half the fire power. As usual, sell the Rocket Launcher if one of these falls into your hands. The Destroyer makes a great escort, it's not too hard to capture with a Cruiser, either.

Computer Controlled: The Rebel Destroyer flies very similar to the Kestrel. Its two proton turrent shouldn't cause too much trouble in a close range dog fight, and the Destroyer rarely launches its rockets so don't worry too much about them.