Speed

 (\bigcirc)

Turn Cost

Turn Delay

Version 2024/2: Fate

Class: Hvy Combat Vsl In Service: ? Point Value: 120 Ramming Factor: 85

Jump Delay: N/A

MANEUVERING Turn Cost: 2/3 Speed

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

COMBAT STATS

Fwd/Aft Defense: 13 Stb/Port Defense: 14 Engine Efficiency: 6/1 Extra Power: +0 Initiative Bonus: +6

10 11

9

2 Shuttles: Thrust: 3

Armor: 1 Defense: 12/14

HANGAR

O Fighters

(0)

2ND EDITION

WEAPON DATA Light Bolt Cannon

Class: Projectile Modes: Standard Damage: 12
Range Penalty: -1 per hex
Fire Control: +1/+1/+1 Intercept Rating: -1 Rate of Fire: 1 per 2 turns

Rotary Cannon Class: Projectile

Modes: Raking (2)
Damage: 1d3+2
Range Penalty: -3 per hex
Fire Control: +2/+2/+2 Intercept Rating: -1
(vs Ballistic only)
Rate of Fire: 2 per turn

Torpedo Tube

Class: Ballistic (Torpedo) Modes: Standard Damage: 11
Range Penalty: None
Maximum Range: 20 hexes
Fire Control: +2/+0/-Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

SPECIAL NOTES

Ammo Storage Level 1 **Antiquated Sensors Fission Reactor**

FORWARD HITS

1-7: Main Thrust 8-18: Aft Structure

19-20: PRIMARY Hit

PRIMARY HITS

17: Hangar 18-19: Reactor 20:

Sensors 15-16: Engine 17: Hangar

C & C

Primary Structure Port/Stbd Thrust 12-13: Rotary Cannon

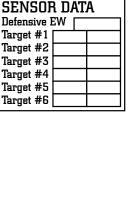
AFT HITS

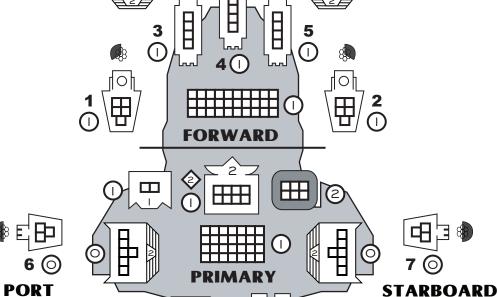
1-8: 9-11:

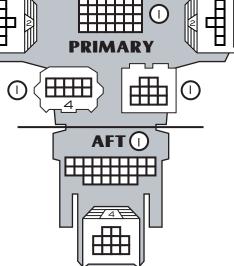
14:

Retro Thrust 5-7: Torpedo Tube 8-10: Light Bolt Cannon 11-18: Forward Structure 19-20: PRIMARY Hit

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









Sensors	

\\	Engine
	Reactor



1	Light	Bolt	Cannon



