

FVR Isha Torpedo Cruiser

SPECS

Class: Capital Ship
In Service: ?
Point Value: ?
Ramming Factor: 170
Jump Delay: N/A

MANEUVERING

Turn Cost: 4/3 Speed
Turn Delay: 1x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 16
Engine Efficiency: 5/1
Extra Power: +0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

Version 2024/3: Fate

HANGAR

0 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 12/14

**WEAPON DATA****Bolt Cannon**

Class: Projectile
Modes: Standard
Damage: 15
Range Penalty: -1 per 2 hexes
Fire Control: +1/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Gatling Cannon

Class: Projectile
Modes: Raking (2)
Damage: 1d3+3
Range Penalty: -3 per hex
Fire Control: +2/+2/+3
Intercept Rating: -2
(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

Swarm Launcher

Class: Ballistic (Missile)
Missiles: 25
Range Penalty: None
Fire Control: +0/+0/+0
Rate of Fire: up to 5 per turn

Swarm Missile

Mode: Standard
Damage: 3
Launch Range: 8 hexes
Maximum Range: 24 hexes
Fire Control: +0/+0/+0
Intercept Rating: -1
(vs Ballistic only)

Ranged Bolt Cannon

Class: Projectile
Modes: Standard
Damage: 13
Range Penalty: -1 per 3 hexes
Fire Control: +2/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

PORT/STBD HITS

1-5: Port/Stbd Thrust
6-8: Torpedo Tube
9: Swarm Launcher
10-18: Port/Stbd Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Engine
9-10: Gatling Cannon
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-11: Retro Thrusters
12-13: Bolt Cannon
14: Gatling Cannon
15-16: Sensors
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Ammo Storage Level 2
Antiquated Sensors
Fission Reactor
Special Hull Arrangement
(No Forward Hits)

SENSOR DATA

Defensive EW

Target #1

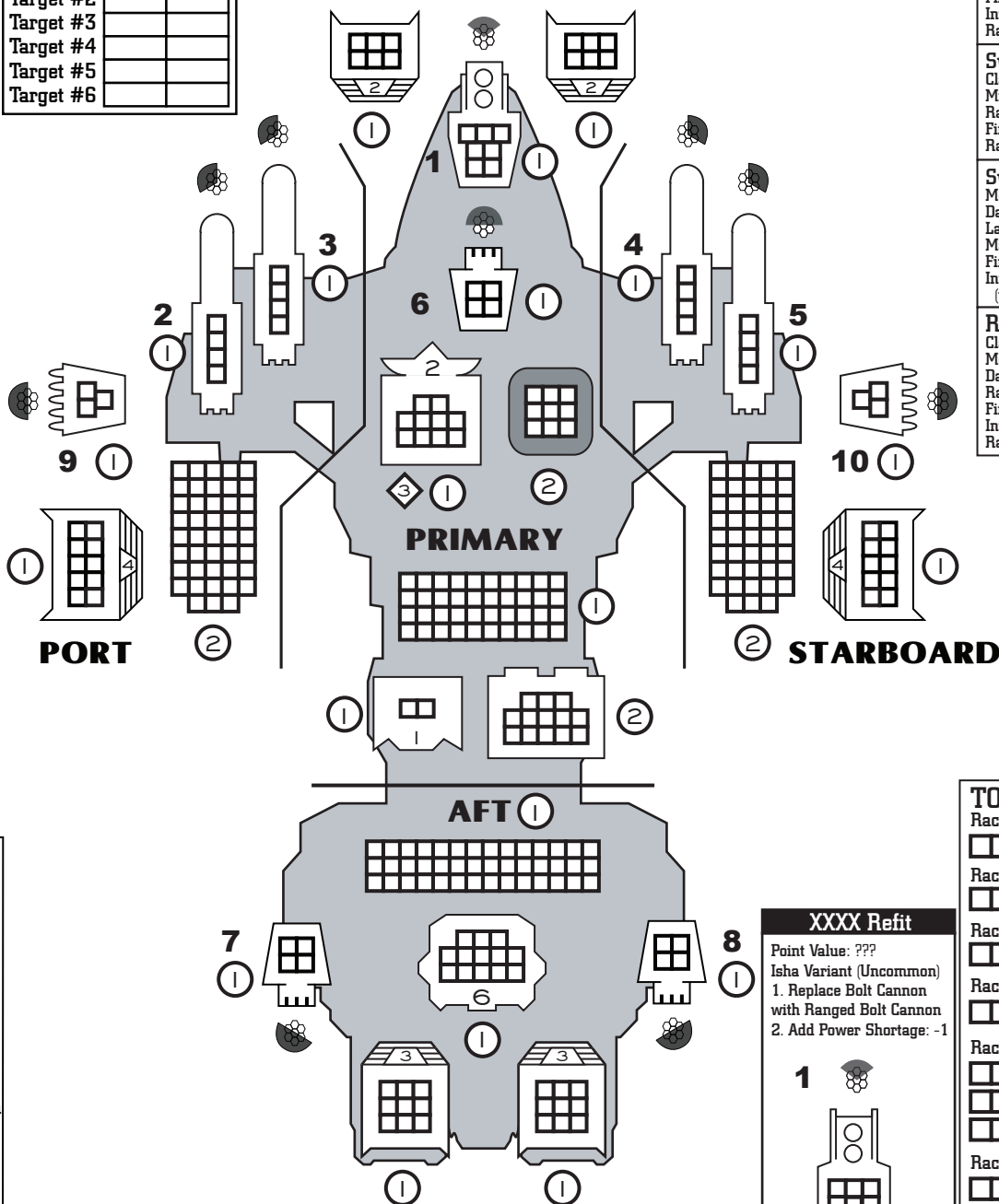
Target #2

Target #3

Target #4

Target #5

Target #6

FORWARD**ICON RECOGNITION**

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Ranged Bolt Cannon
- Bolt Cannon
- Gatling Cannon
- Torpedo Tube
- Swarm Launcher

TORPEDOES

Rack #2



Rack #3



Rack #4



Rack #5



Rack #9



Rack #10



Rack #11



Rack #12



Rack #13

**XXXX Refit**

Point Value: ???

Isha Variant (Uncommon)

1. Replace Bolt Cannon

with Ranged Bolt Cannon

2. Add Power Shortage: -1

1

