

# FVR Karnak Heavy Destroyer

**SPECS**

Class: Hvy Combat Vsl  
In Service: ?  
Point Value: ?  
Ramming Factor: 110  
Jump Delay: N/A

**MANEUVERING**

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

**COMBAT STATS**

Fwd/Aft Defense: 13  
Stb/Port Defense: 15  
Engine Efficiency: 6/1  
Extra Power: +0  
Initiative Bonus: +6

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

Version 2024/4: Fate

**HANGAR**

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

**WEAPON DATA****Slashing Laser**

Class: Laser  
Modes: Raking(5+Y)  
Damage: 3d10+4  
Maximum Y: 4  
Y Grouping Range: +1 per 4  
Range Penalty: -1 per 2 hexes  
Fire Control: +2/+3/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

**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

**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

**Cascade Launcher**

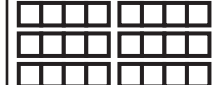
Class: Ballistic (Missile)  
Missiles: 24  
Range Penalty: None  
Fire Control: +0/+0/+0  
Rate of Fire: up to 4 per turn

**Cascade Missile**

Mode: Standard  
Damage: 4  
Launch Range: 10 hexes  
Maximum Range: 30 hexes  
Fire Control: +1/+1/+1  
Intercept Rating: -2  
(vs Ballistic only)

**Bolt Cannon Repeater**

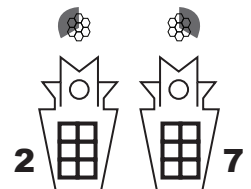
Class: Projectile  
Modes: Standard  
Damage: 10  
Range Penalty: -1 per hex  
Fire Control: +2/+2/+2  
Intercept Rating: -1 per shot  
(vs Ballistic only)  
Rate of Fire: 1 or more per turn  
Notes: Particle Repeater rules, limit of three additional shots.

**MISSILES****Rack #10****Rack #11****Anti-Ship Refit (YEAR)**

Karnak Variant (Uncommon)

Point Value: ???

1. Replace Light Bolt Cannons 2 and 7 with Bolt Cannon Repeaters
2. Remove Gatling Cannons and change hit chart to 1-8: Primary Structure
3. Change Forward Chart hit chart to:  
7-8: Bolt Cannon Repeater  
9-11: Light Bolt Cannon

**FORWARD HITS**

1-4: Retro Thrust  
5-6: Slashing Laser  
7-11: Light Bolt Cannon  
12-18: Forward Structure  
19-20: PRIMARY Hit

**AFT HITS**

1-7: Main Thrust  
9-18: Aft Structure  
19-20: PRIMARY Hit

**PRIMARY HITS**

1-6: Primary Structure  
7-8: Gatling Cannon  
9-10: Cascade Launcher  
11-12: Port/Stbd Thrust  
13-14: Sensors  
15-16: Engine  
17: Hangar  
18-19: Reactor  
20: C & C

**SPECIAL NOTES**

Ammo Storage Level 2  
Antiquated Sensors  
Fission Reactor

**SENSOR DATA**

Defensive EW

Target #1

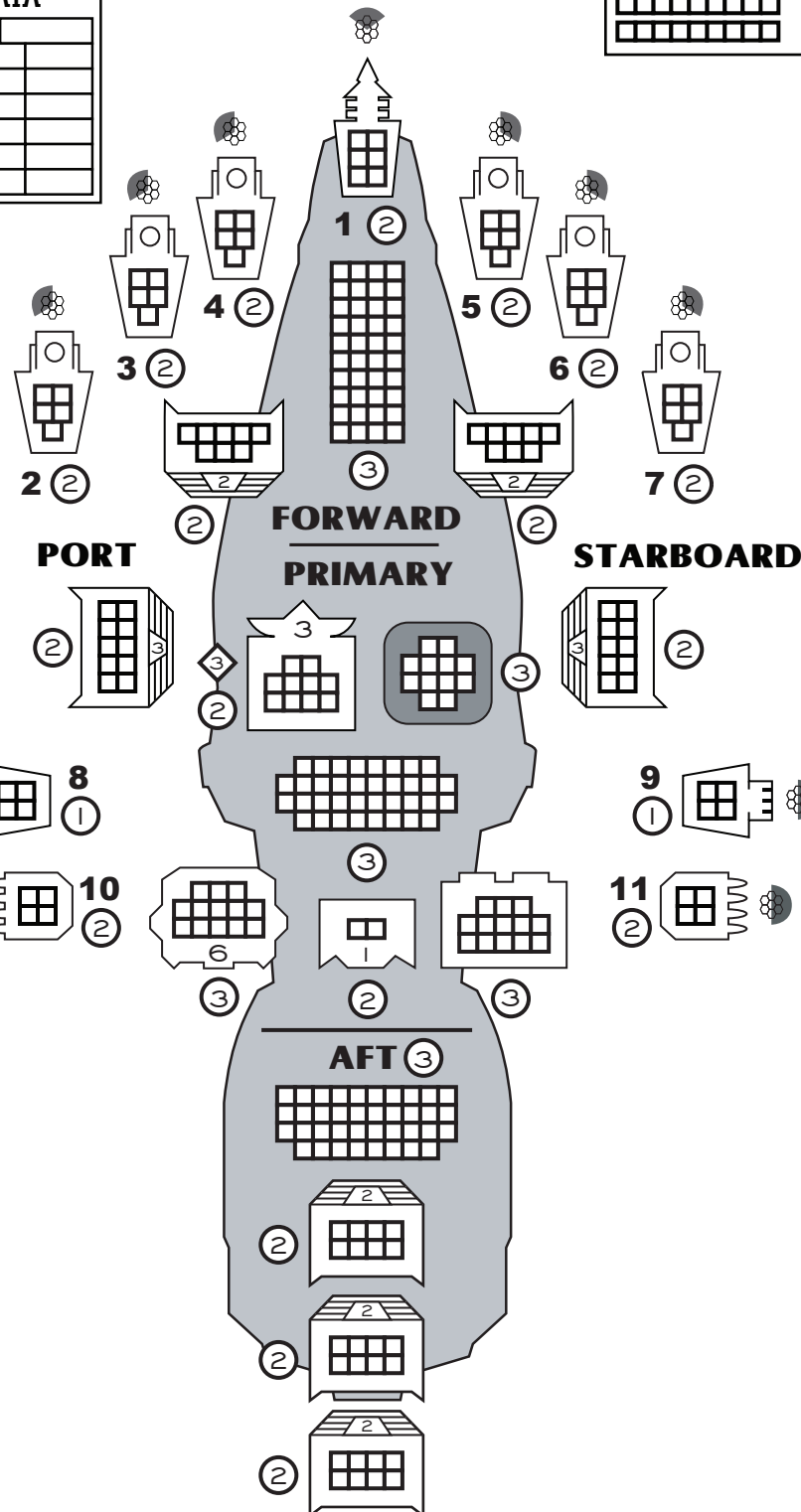
Target #2

Target #3

Target #4

Target #5

Target #6

**ICON RECOGNITION**

- Thruater
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Bolt Cannon Repeater
- Slashing Laser
- Light Bolt Cannon
- Gatling Cannon
- Cascade Launcher