



# FVR Nimue Heavy Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1x Speed	Fwd/Aft Defense: 13
In Service: ?	Turn Delay: 1x Speed	Stb/Port Defense: 15
Point Value: 190	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 6/1
Ramming Factor: 120	Pivot Cost: 3+3 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	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 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

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

Heavy Torpedo

Class: Ballistic (Torpedo)

Modes: Standard

Damage: 18

Range Penalty: None

Maximum Range: 20 hexes

Fire Control: +2/-1/--

Intercept Rating: n/a

Rate of Fire: 1 per 3 turns

TORPEDOS

Rack #1

FORWARD HITS

1-3: Retro Thrust

4-6: Med Pulser Cannon

7-8: Heavy Torpedo

9-18: Forward Structure

19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust

7-8: Gatling Cannon

9-18: Aft Structure

19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure

8-10: Light Bolt Cannon

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

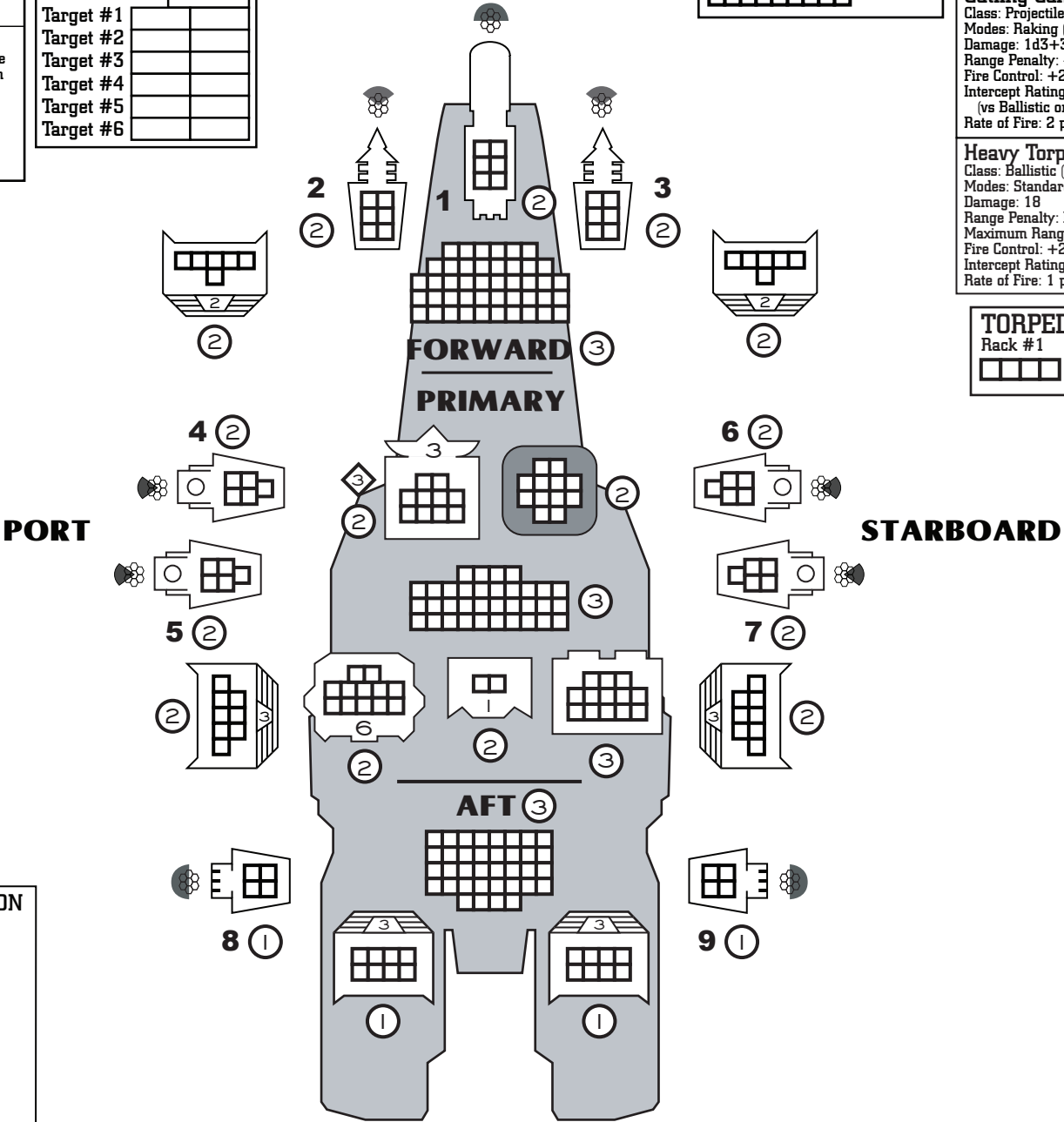
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

Thruster

C & C

Sensors

Engine

Reactor

Hangar

Slashing Laser

Light Bolt Cannon

Gatling Cannon

Heavy Torpedo