

FVR Ostenaco Marine Cruiser

SPECS

Class: Capital Ship
In Service: ?
Point Value: ?
Ramming Factor: 225
Jump Delay: N/A

MANEUVERING

Turn Cost: 3/2 Speed
Turn Delay: 3/2 Speed
Accel/Decel Cost: 5 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 17
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	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

Version 2024/2: Fate

WEAPON DATA**Heavy Bolt Cannon**

Class: Projectile
Modes: Standard
Damage: 20
Range Penalty: -1 per 3 hexes
Fire Control: +2/+0/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Flechette Cannon

Class: Projectile
Modes: Standard
Damage: 1d3+1
Range Penalty: -3 per hex
Fire Control: +0/+0/+4
Intercept Rating: -3
(vs Ballistic only)
Rate of Fire: 2 per turn
Special: May intercept for friendly vessels (see Sentinel PDS rules)

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)

FORWARD HITS

1-4: Retro Thrust
5-7: Forward Hangar
8-9: Flechette Cannon
10-11: Cascade Launcher
12-18: Forward Structure
19-20: PRIMARY Hit

PORT HITS

1-5: Port Thrust
6-9: Heavy Bolt Cannon
10-18: Port Structure
19-20: PRIMARY Hit

STARBOARD HITS

1-5: Starboard Thrust
6-10: Cargo Pod
11-18: Starboard Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Flechette Cannon
9-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-10: Marine Barracks
11-12: LCV Rail
13-14: Sensors
15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Ammo Storage Level 2
Antiquated Sensors
Fission Reactor
Limited Deployment (33%)

SENSOR DATA**Defensive EW**

Target #1

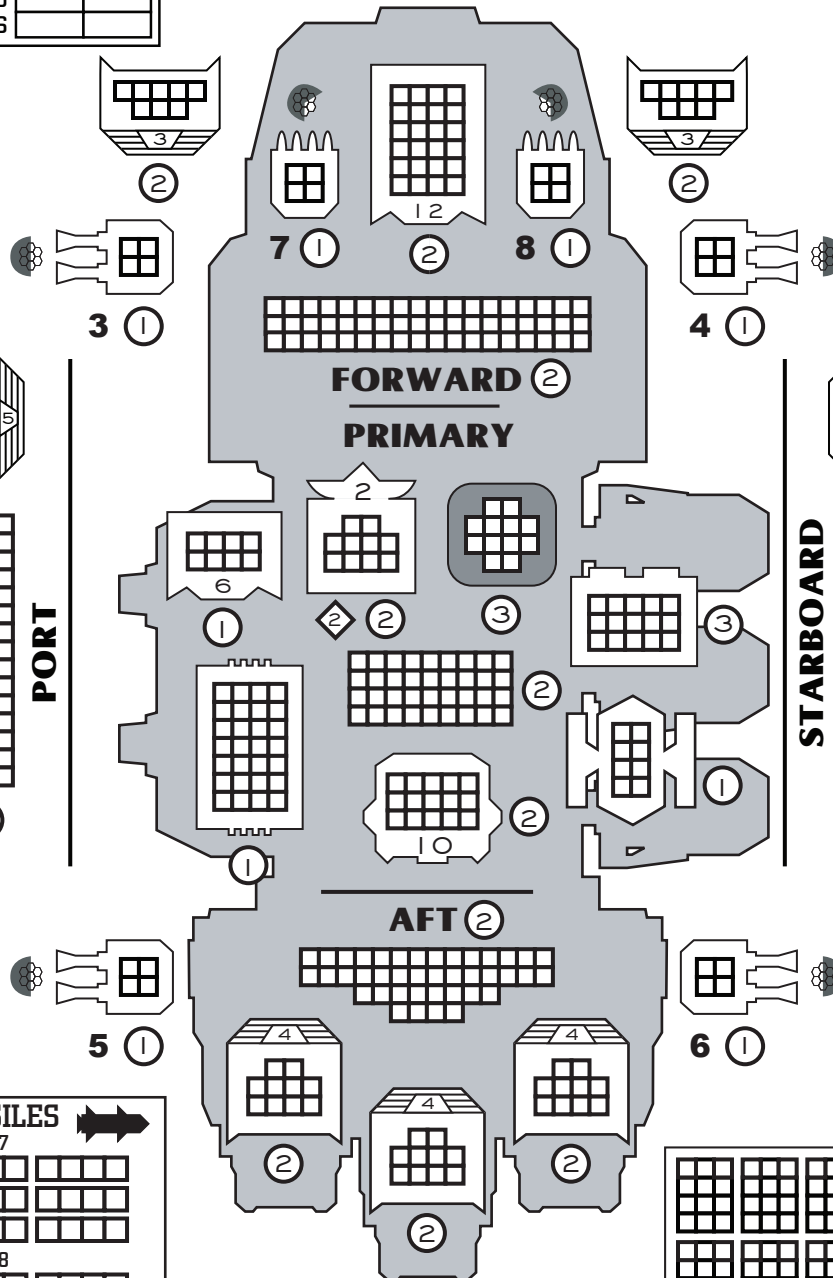
Target #2

Target #3

Target #4

Target #5

Target #6

**MAIN HANGAR**

6 Assault Shuttles
2 Shuttles: Thrust: 3
Armor: 1 Defense: 12/14

FORE HANGAR

12 Assault Shuttles
12 Fighters

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- LCV Rail
- Marine Barracks
- Cargo Pod
- Heavy Bolt Cannon
- Flechette Cannon
- Cascade Launcher

MISSILES

Rack #7

Rack #8

LLAMREI-CLASS ASSAULT SHUTTLE

Cost: ?? Defense: 7/9
Thrust: 4 Offense: +2
Armor: 1 Initiative: +9
1 30mm Cannon
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d3
Firing Arc:

