



2ND EDITION

FUR Pavise Defense Frigate

SPECS

Class: Medium Ship
In Service: ?
Point Value: ?
Ramming Factor: 45
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 13
Engine Efficiency: 5/1
Extra Power: +0
Initiative Bonus: +12

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

Version 2024/1: Fate

WEAPON DATA

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

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)

HANGAR

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



SIDE HITS

1-4: Port/Stbd Thrust
5-9: Gatling Cannon
10-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Retro/Main Thrust
9-11: Flechette Cannon
12-13: Sensors
14-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

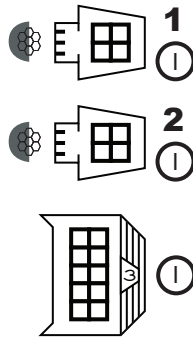
Ammo Storage Level 1
Antiquated Sensors
Fission Reactor
Special Hull Arrangement
(No Fwd/Aft Hits)

SENSOR DATA

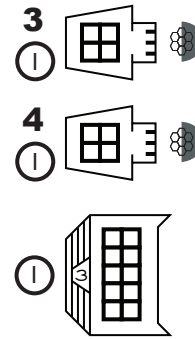
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

FORWARD

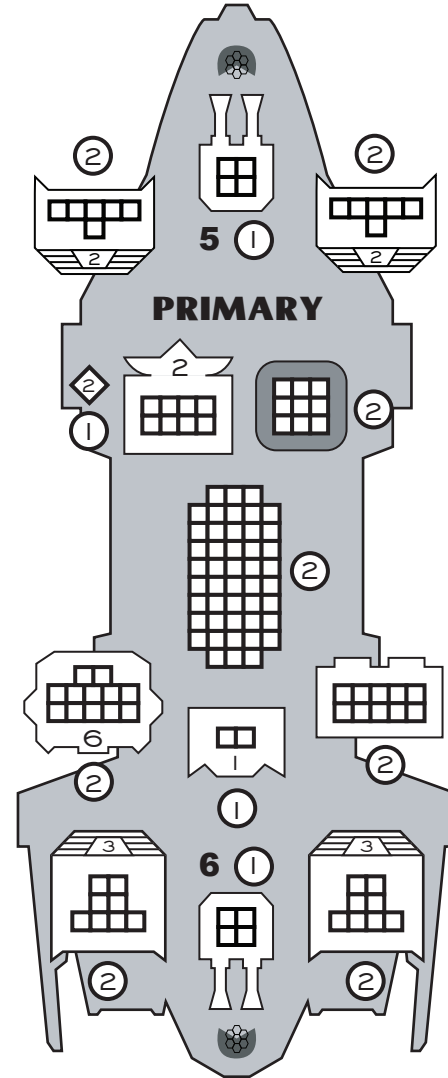
PORT



STARBOARD



PRIMARY



AFT

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Gatling Cannon
- Flechette Cannon