



FVR Pelagon Light Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 13
In Service: ?	Turn Delay: 1/2 Speed	Stb/Port Defense: 13
Point Value: ?	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 6/1
Ramming Factor: 75	Pivot Cost: 2+2 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 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

HANGAR

0 Fighters

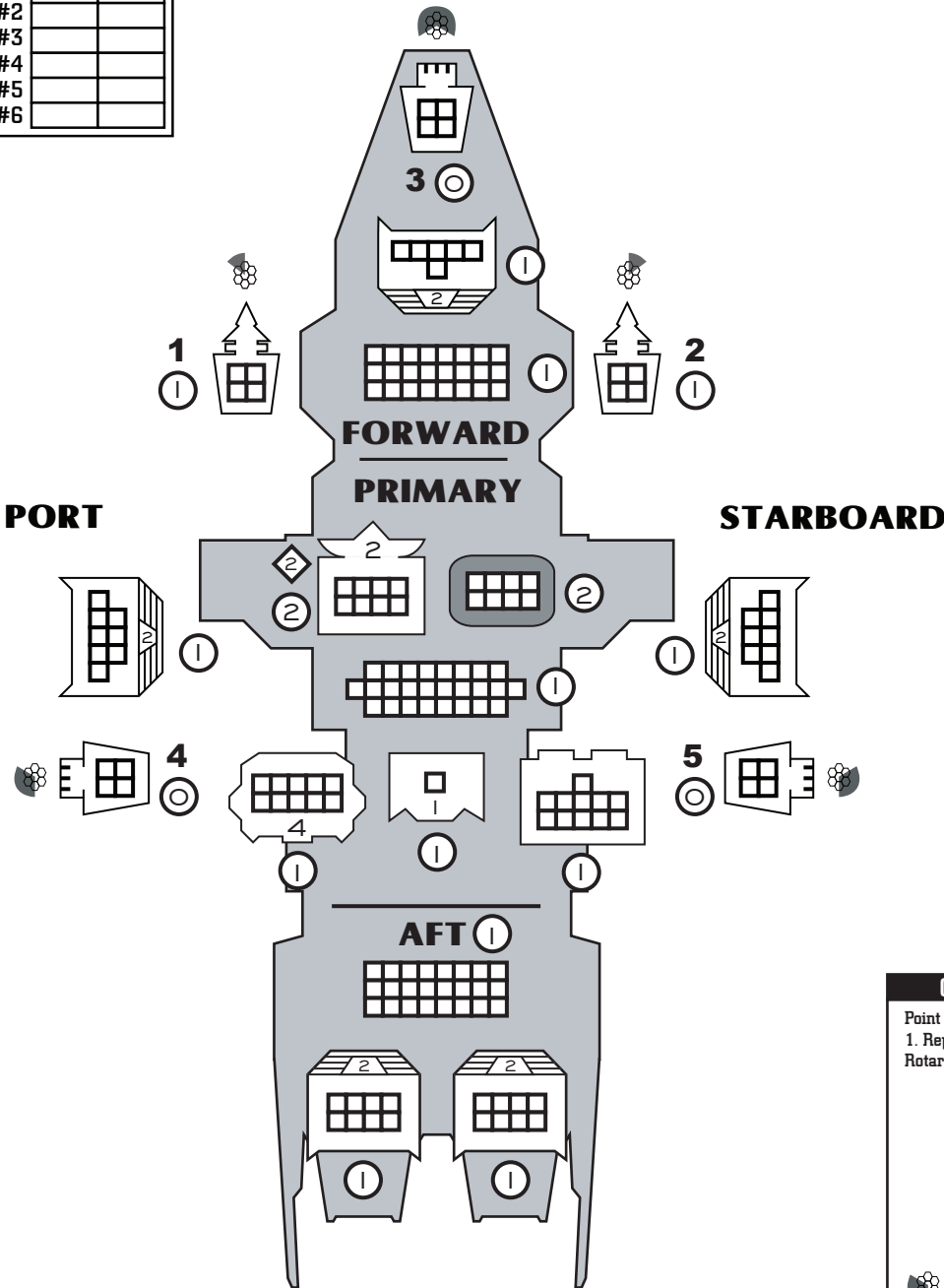
1 Shuttle: Thrust: 3










Armor: 1 Defense: 12/14

WEAPON DATA
Light Slashing Laser
Class: Laser
Modes: Raking(5+Y)
Damage: 2d10+4
Maximum Y: 4
Y Grouping Range: +1 per 4
Range Penalty: -2 per 3 hexes
Fire Control: +2/+2/-2
Intercept Rating: n/a
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
Rotary Cannon
Class: Projectile
Modes: Raking (2)
Damage: 1d3+2
Range Penalty: -3 per hex
Fire Control: +2/+2/+2
Intercept Rating: -1
(vs Ballistic only)
Rate of Fire: 2 per turn

FORWARD HITS
1-3: Retro Thrust
4-7: Light Slashing Laser
8-9: Gatling Cannon
10-18: Forward Structure
19-20: PRIMARY Hit
AFT HITS
1-7: Main Thrust
8-18: Aft Structure
19-20: PRIMARY Hit
PRIMARY HITS
1-7: Primary Structure
8-9: Gatling Cannon
10-11: Port/Stbd Thrust
12-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES
Ammo Storage Level 1
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
	Light Slashing Laser
	Gatling Cannon
	Rotary Cannon

Original Version (Year)

Point Value: ???

1. Replace all Gatling Cannons with Rotary Cannons.