

**FVR Pellmor Waystation**

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Base	Turn Cost: N/A	Fwd/Aft Defense: 16
In Service: ?	Turn Delay: N/A	Stb/Port Defense: 16
Point Value: ?	Accel/Decel Cost: N/A	Engine Efficiency: N/A
Ramming Factor: 300	Pivot Cost: N/A	Extra Power: +0
Jump Delay: N/A	Roll Cost: N/A	Initiative Bonus: N/A

Version 2024/1: Fate

**HANGARS**  
6 Fighters  
3 Shuttles: Thrust: 3  
Armor: 1 Defense: 12/14

WEAPON DATA
<b>Slashing Laser</b> 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
<b>Bolt Cannon Repeater</b> 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.
<b>Light Bolt Cannon</b> Class: Projectile Modes: Standard Damage: 12 Range Penalty: -1 per hex Fire Control: +1/+1/+1 Intercept Rating: -1 (vs Ballistic only) Rate of Fire: 1 per 2 turns
<b>Gatling Cannon</b> 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

**SECTION HITS**

1: Slashing Laser  
2-3: Bolt Can Repeater  
4-5: Light Bolt Cannon  
6: LCV Rail  
7-9: Cargo  
10: Reactor  
11-18: Section Structure  
19-20: PRIMARY Hit

**SPECIAL NOTES**

Ammo Storage Level 2  
Antiquated Sensors  
Fission Reactor

**SENSOR DATA**

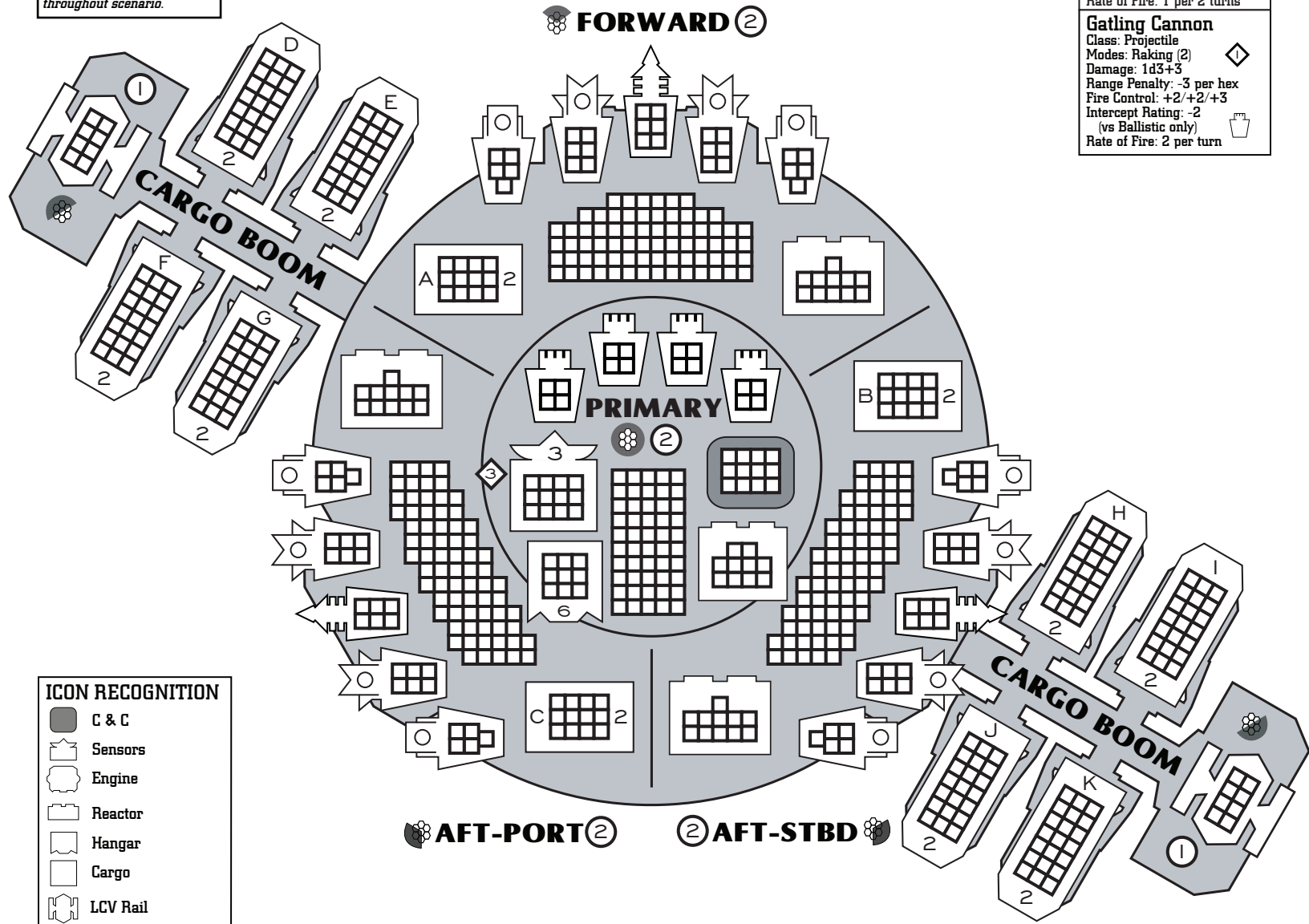
Defensive EW

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

**PRIMARY HITS**

1-11: Primary Structure  
12-14: Gatling Cannon  
15-16: Sensors  
17-18: Hangar  
19: Reactor  
20: C & C

Note: Cargo booms do not rotate and remain stationary throughout scenario.



**ICON RECOGNITION**

- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- LCV Rail
- Slashing Laser
- Bolt Cannon Repeater
- Light Bolt Cannon
- Gatling Cannon