

FVR Perit Armored Carrier

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1x Speed	Fwd/Aft Defense: 14
In Service: ?	Turn Delay: 2/3 Speed	Stb/Port Defense: 14
Point Value: ?	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 6/1
Ramming Factor: 95	Pivot Cost: 2+2 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 3+3 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 2 3 4 4 5 6 6 7 8 8	

Version 2024/1: Fate

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

WEAPON DATA

Ultralight Bolt Cannon
Class: Projectile
Modes: Standard
Damage: 8
Range Penalty: -2 per hex
Fire Control: +1/+1/+3
Intercept Rating: -2
(vs Ballistic only)
Rate of Fire: 1 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)

Swarm Launcher
Class: Ballistic (Missile)
Missiles: 25
Range Penalty: None
Fire Control: +0/+0/+0
Rate of Fire: up to 5 per turn

Swarm Missile
Mode: Standard
Damage: 3
Launch Range: 8 hexes
Maximum Range: 24 hexes
Fire Control: +0/+0/+0
Intercept Rating: -1
(vs Ballistic only)

Magnetic Catapult
Increases hangar launch rate by listed value while catapult is powered.
Rate of Use: 1 per turn

FORWARD HITS
1-4: Retro Thrust
5-6: Magnetic Catapult
7-9: Ult-Lt Bolt Cannon
10-18: Forward Structure
19-20: PRIMARY Hit

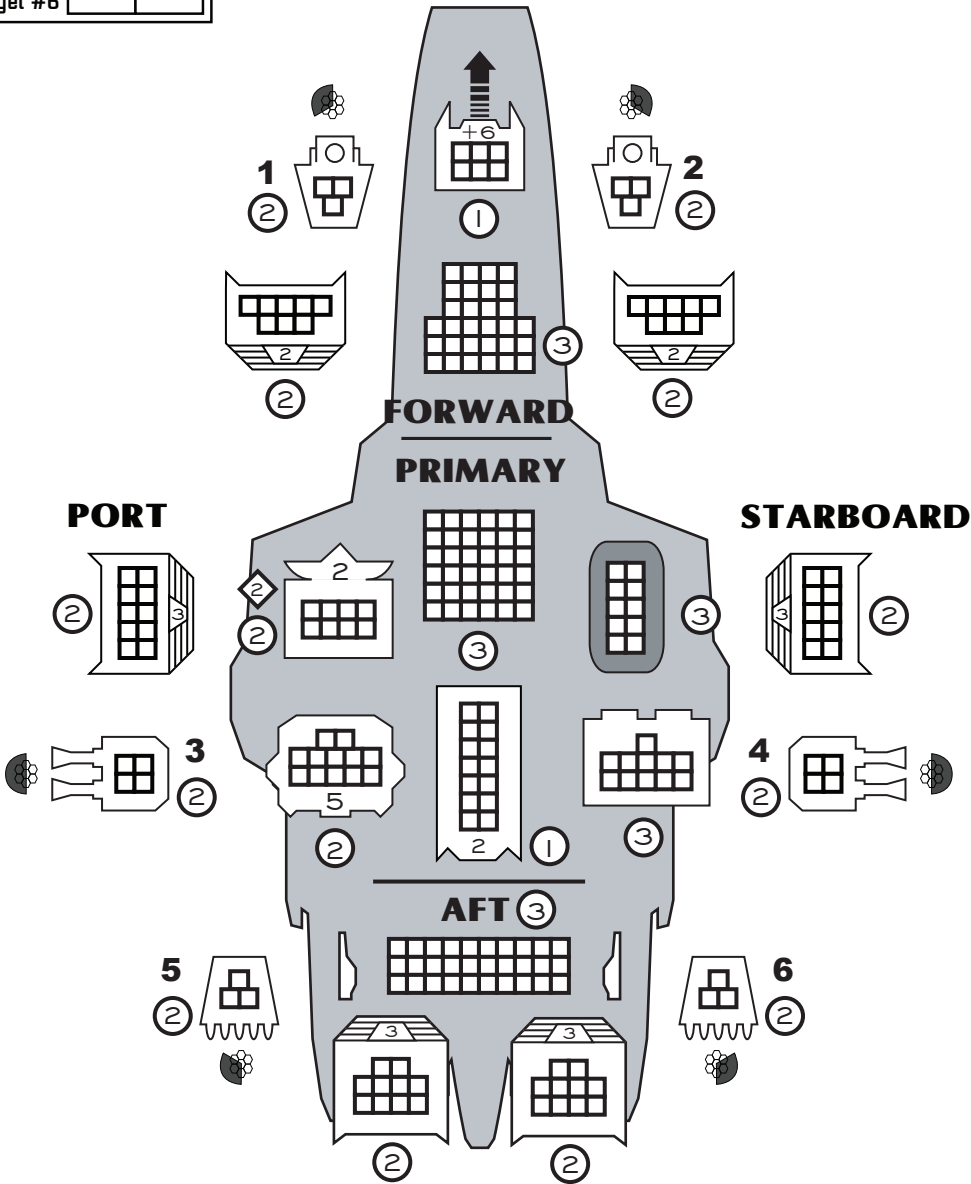
AFT HITS
1-6: Main Thrust
7-9: Swarm Launcher
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS
1-7: Primary Structure
8-9: Flechette Cannon
10-12: Port/Stbd Thrust
13: Sensors
14-15: Engine
16-18: Hangar
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

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Magnetic Catapult
- Ultralight Bolt Cannon
- Flechette Cannon
- Swarm Launcher

MISSILES

Rack #5

Rack #6
