

FVR Taremu Heavy Destroyer

SPECS

Class: Hvy Combat Vsl
In Service: ?
Point Value: ?
Ramming Factor: 110
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

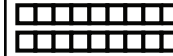
Fwd/Aft Defense: 13
Stb/Port Defense: 14
Engine Efficiency: 6/1
Extra Power: +0
Initiative Bonus: +6

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

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



WEAPON DATA

Bolt Cannon

Class: Projectile
Modes: Standard
Damage: 15
Range Penalty: -1 per 2 hexes
Fire Control: +1/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

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

Light Bolt Cannon

Class: Projectile
Modes: Standard
Damage: 12
Range Penalty: -1 per hex
Fire Control: +1/+1/+1
Intercept Rating: -1
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

Bolt Cannon Repeater

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.

FORWARD HITS

1-4: Retro Thrust
5-7: Light Bolt Cannon
8-10: Light Slashing Laser
11-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Light Bolt Cannon
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9: Gatling Cannon
10-12: Port/Stbd Thrust
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C & C

SPECIAL NOTES

Ammo Storage Level 2
Antiquated Sensors
Fission Reactor

SENSOR DATA

Defensive EW

Target #1

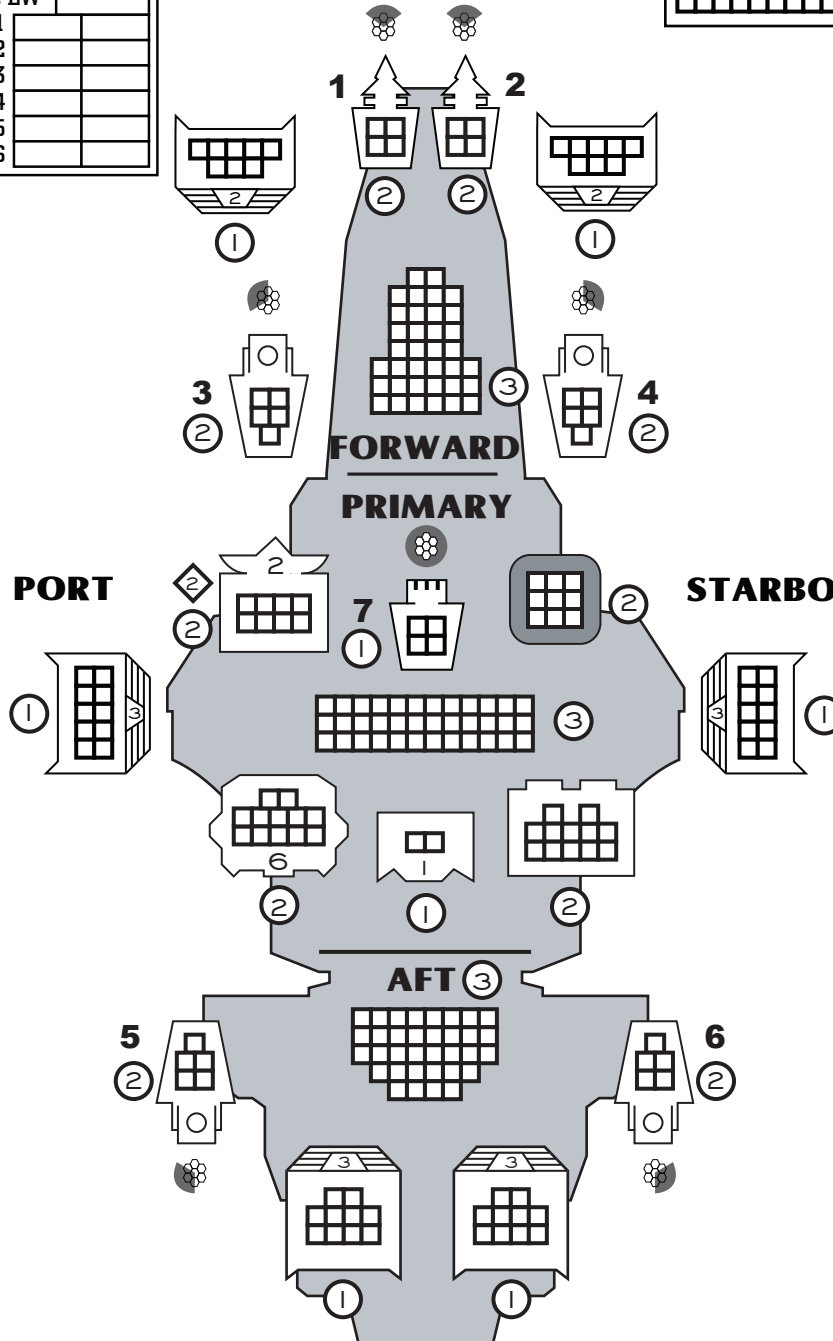
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Bolt Cannon Repeater
- Light Bolt Cannon
- Light Slashing Laser
- Gatling Cannon

Repeater Upgrade (YEAR)

Taremu Variant (Rare)

Point Value: ???

- Replace Light Bolt Cannons 3,4,5 and 6 with Bolt Cannon Repeaters as below
- Remove Light Slashing Lasers 1 & 2
- Change Forward Hit Table to:
5-8: Bolt Cannon Repeater
9-18: Forward Structure
4. Extra Power: +2

