



# FVR Anouke-Class Escort Destroyer

## SPECS

Class: HCV  
 In Service: ?????  
 Point Value:  
 Ramming Factor: 85  
 Jump Delay: N/A

## MANEUVERING

Turn Cost: 3/4 Speed  
 Turn Delay: 2/3 Speed  
 Accel/Decel Cost: 2 Thrust  
 Pivot Cost: 2+2 Thrust  
 Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14  
 Stb/Port Defense: 14  
 Engine Efficiency: 5/1  
 Extra Power: +0  
 Initiative Bonus: +6

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

Version 1.0: 2E/Fate

## WEAPON DATA

**Light Bolt Cannon**  
 Class: Projectile  
 Modes: Standard  
 Damage: 8  
 Range Penalty: -2 per hex  
 Fire Control: +1/+0/+2  
 Intercept Rating: -1  
 Rate of Fire: 1 per 2 turns

## Swarm Launcher

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

## Swarm Missile

Class: Ballistic (Missile)  
 Mode: Standard  
 Damage: 3  
 Launch Range: 8 hexes  
 Maximum Range: 24 hexes  
 Fire Control: +0/+0/+0  
 Intercept Rating: -1  
*Note: No inherent DEW*

## FORWARD HITS

- 1-3: Retro Thrust
- 4-7: Light Bolt Cannon
- 8-18: Forward Structure
- 19-20: PRIMARY Hit

## AFT HITS

- 1-6: Main Thrust
- 7-8: Light Bolt Cannon
- 9-18: Aft Structure
- 19-20: PRIMARY Hit

## PRIMARY HITS

- 1-6: Primary Structure
- 7-8: Swarm Launcher
- 9-10: Port/Stbd Thrust
- 11-12: CCEW Pod
- 13: Sensors
- 14-15: Engine
- 15-17: 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	

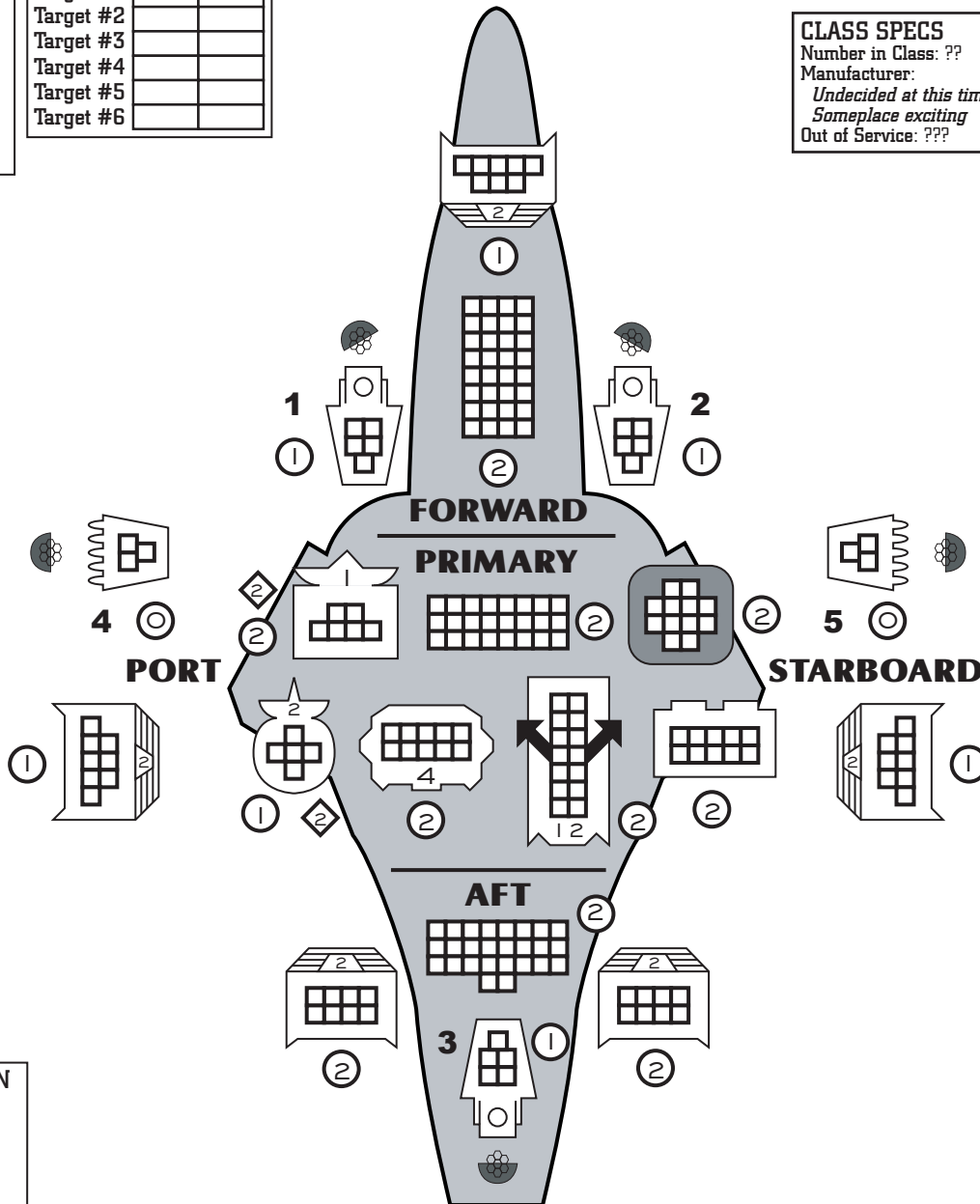
## HANGAR

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



## CLASS SPECS

Number in Class: ??  
 Manufacturer:  
*Undecided at this time,  
 Someplace exciting*  
 Out of Service: ???



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- CCEW Pod
- Light Bolt Cannon
- Swarm Launcher

## MISSILES

