

# FVR Damasu Torpedo Destroyer

## SPECS

Class: HCV  
 In Service: ????  
 Point Value:  
 Ramming Factor: 90  
 Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 13  
 Stb/Port Defense: 16  
 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	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

Version 1.0: 2E/Fate

## WEAPON DATA

**Heavy Torpedo Tube**  
 Class: Ballistic (Torpedo)  
 Modes: Standard  
 Damage: 18  
 Range Penalty: None  
 Maximum Range: 12 hexes  
 Fire Control: +2/-1/--  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 3 turns

## Swarm Launcher

Class: Ballistic (Missile)  
 Missiles: 25  
 Range Penalty: None  
 Fire Control: +0/+0/+0  
 Rate of Fire: 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  
*Note: No inherent DEW*

## FORWARD HITS

1-4: Retro Thrust  
 5-9: Heavy Torpedo  
 10-11: Swarm Launcher  
 12-18: Forward Structure  
 19-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
 8-9: Swarm Launcher  
 10-18: Aft Structure  
 19-20: PRIMARY Hit

## PRIMARY HITS

1-8: Primary Structure  
 9-11: Port/Stbd Thrust  
 12-13: Sensors  
 14-16: Engine  
 17-18: 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	

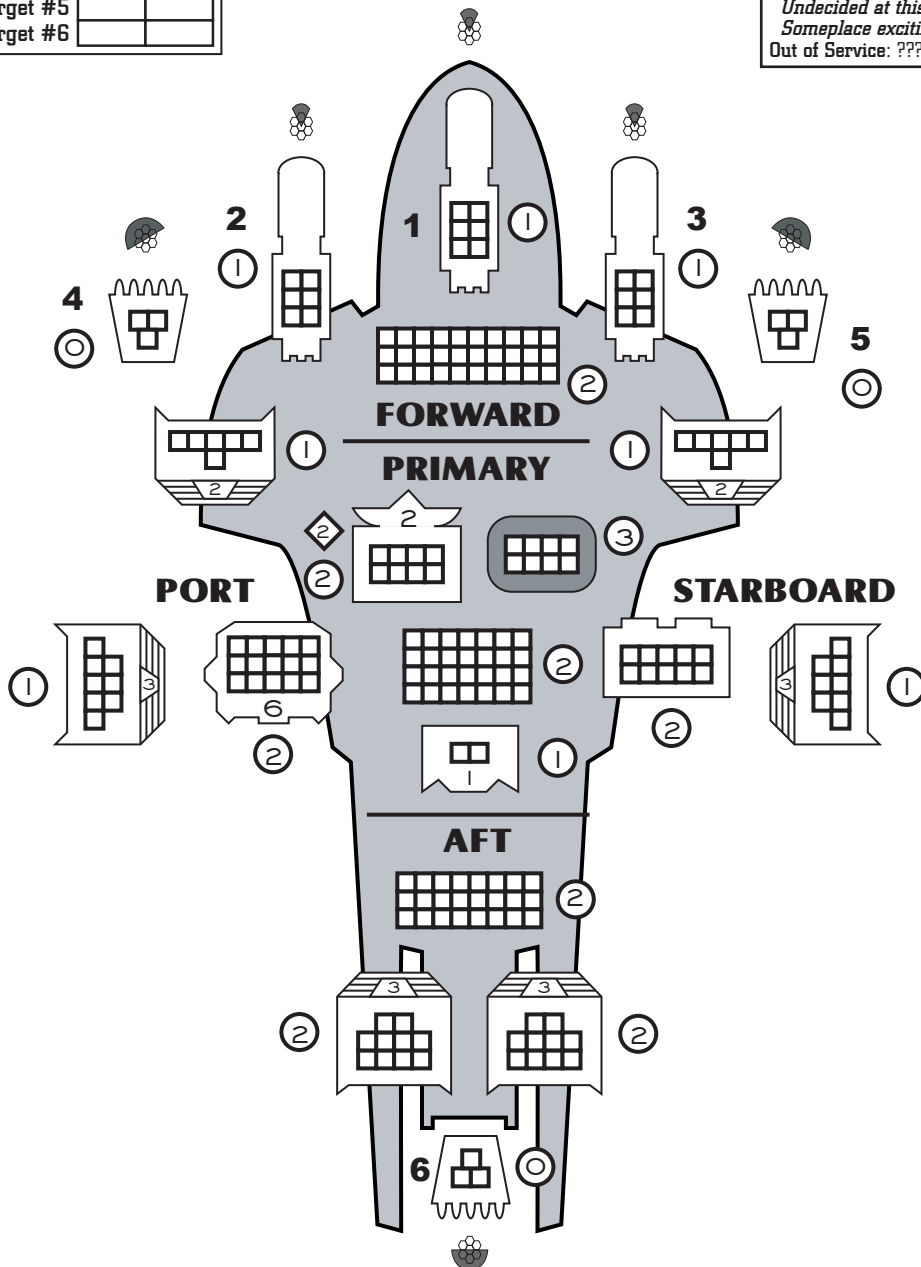
## HANGAR

0 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
- Heavy Torpedo
- Swarm Launcher

## TORPEDOS

Rack #1 Rack #2

Rack #3

## MISSILES

Rack #4

Rack #5

Rack #6