



# FVR Kadmos-Class Destroyer

## SPECS

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

## MANEUVERING

Turn Cost: 3/4 Speed  
 Turn Delay: 1/2 Speed  
 Accel/Decel Cost: 2 Thrust  
 Pivot Cost: 2+2 Thrust  
 Roll Cost: 2+1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14  
 Stb/Port Defense: 15  
 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	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	2	3	3	4	5	6	6	7	8	9	9

Version 1.0: 2E/Fate

## WEAPON DATA

**Slashing Laser**  
 Class: Laser  
 Modes: Raking(5+Y)   
 Damage: 3d10+6  
 Maximum Y: 4  
 Y Grouping: +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

**Light Slashing Laser**  
 Class: Laser  
 Modes: Raking(5+Y)   
 Damage: 2d10+4  
 Maximum Y: 4  
 Y Grouping: +1 per 4  
 Range Penalty: -1 per hex  
 Fire Control: +1/+2/-1  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

**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

**Gatling Cannon**  
 Class: Projectile   
 Modes: Raking (2)  
 Damage: 2d3+2  
 Range Penalty: -3 per hex  
 Fire Control: +4/+4/+4  
 Intercept Rating: -2  
 (vs Ballistic only)  
 Rate of Fire: 1 per turn

FORWARD HITS	
1-3:	Retro Thrust
4-7:	Slashing Laser
8-9:	Light Bolt Cannon
10-11:	Gatling Cannon
12-18:	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:	Gatling Cannon
9-10:	Port/Stbd Thrust
11-12:	CCEW Pod
13-14:	Sensors
15-16:	Engine
17:	Hangar
18-19:	Reactor
20:	C & C

**SPECIAL NOTES**  
 Ammo Storage Level 2  
 Antiquated Sensors  
 Fission Reactor

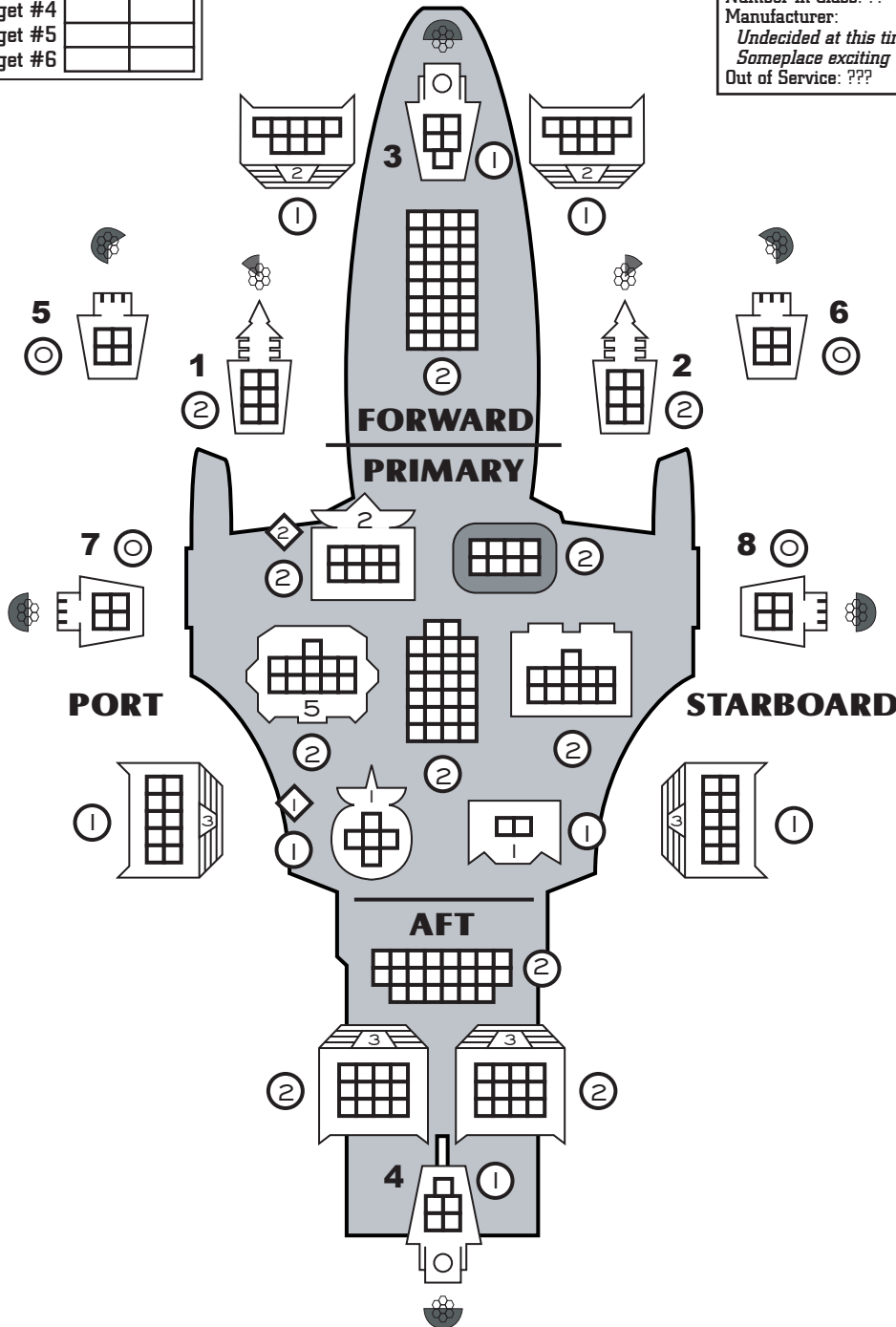
**SENSOR DATA**

Defensive EW	<input type="checkbox"/>
Target #1	<input type="checkbox"/>
Target #2	<input type="checkbox"/>
Target #3	<input type="checkbox"/>
Target #4	<input type="checkbox"/>
Target #5	<input type="checkbox"/>
Target #6	<input type="checkbox"/>

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

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**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
	Slashing Laser
	Light Bolt Cannon
	Gatling Cannon

**Original XXXX Model**  
*Type I Kadmos-Class Destroyer*  
 Point Value: ?? each  
 Faction: Free Vathian Republic  
 Number in Class: Varies by date  
 Out of Service: ????

1. Replace Slashing Lasers #1 and #2 with Light Slashing Lasers.