

FVR Karnak Heavy Destroyer

SPECS

Class: HCV
 In Service: ????
 Point Value:
 Ramming Factor: 110
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
 Stb/Port Defense: 15
 Engine Efficiency: 5/1
 Extra Power: +0
 Initiative Bonus: +6

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|------------|---|---|---|---|---|---|---|---|---|----|----|----|
| 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 | 3 | 3 | 4 | 5 | 6 | 6 | 7 | 8 | 9 | 9 |

Version 1.0: 2E/Fate

WEAPON DATA

Light 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 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

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
- 5-6: Light Slashing Laser
- 7-11: Light Bolt Cannon
- 12-18: Forward Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-7: Main Thrust
- 8-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-6: Primary Structure
- 7-8: Light Bolt Cannon
- 9-10: Swarm Launcher
- 11-12: 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

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|--------------|--|
| Defensive EW | |
| Target #1 | |
| Target #2 | |
| Target #3 | |
| Target #4 | |
| Target #5 | |
| Target #6 | |

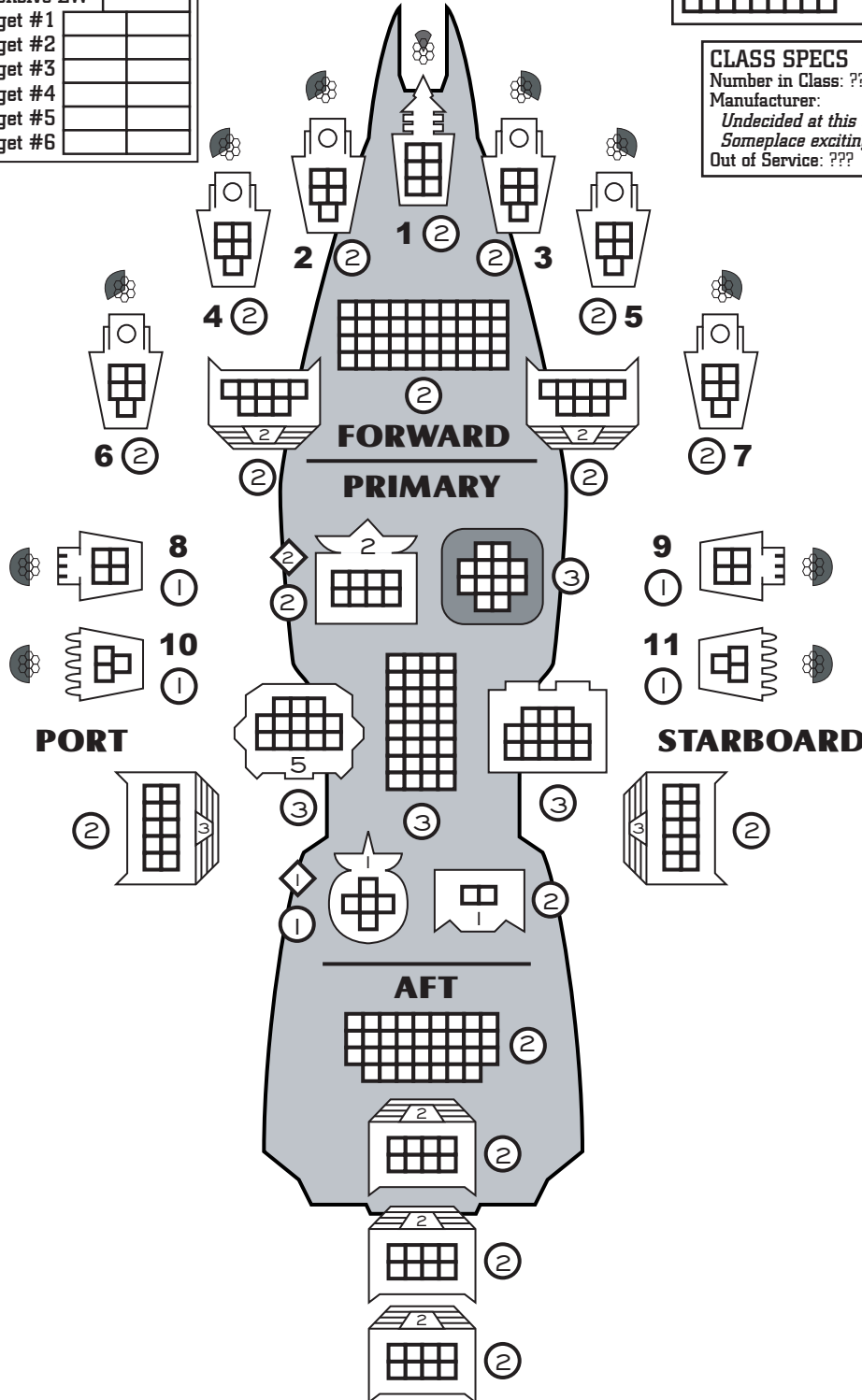
HANGAR

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

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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 Slashing Laser
- Light Bolt Cannon
- Gatling Cannon
- Swarm Launcher

MISSILES

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|-----------------|--|
| Rack #10 | |
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| Rack #11 | |
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