

FVR Somtus-Class Cruiser

SPECS

Class: Capital Ship
 In Service: ?????
 Point Value:
 Ramming Factor: 230
 Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 16
 Stb/Port Defense: 17
 Engine Efficiency: 6/1
 Extra Power: +0
 Initiative Bonus: +0

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|------------|---|---|---|---|---|---|----|----|----|----|----|----|
| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| Turn Cost | 2 | 3 | 4 | 6 | 7 | 8 | 10 | 11 | 12 | 14 | 15 | 16 |
| Turn Delay | 2 | 3 | 4 | 6 | 7 | 8 | 10 | 11 | 12 | 14 | 15 | 16 |

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

Heavy Bolt Cannon
 Class: Projectile
 Modes: Standard
 Damage: 16
 Range Penalty: -1 per 2 hexes
 Fire Control: +2/+0/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns

Bolt Cannon
 Class: Projectile
 Modes: Standard
 Damage: 12
 Range Penalty: -1 per hex
 Fire Control: +1/+1/-2
 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

HANGAR

0 Fighters
 3 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: ???

FORWARD HITS
 1-4: Retro Thrust
 5-6: Slashing Laser
 7-9: Heavy Bolt Cannon
 10-11: Gatling Cannon
 12-18: Forward Structure
 19-20: PRIMARY Hit

SIDE HITS
 1-5: Port/Stb Thrust
 6: CCEW Pod
 7-9: Heavy Torpedo
 10-11: Light Bolt Cannon
 12-18: Port/Stb Structure
 19-20: PRIMARY Hit

AFT HITS
 1-7: Main Thrust
 8-9: Bolt Cannon
 10-11: Gatling Cannon
 12-18: Aft Structure
 19-20: PRIMARY Hit

PRIMARY HITS
 1-10: Primary Structure
 11-12: Sensors
 13-15: Engine
 16-17: Hangar
 18-19: Reactor
 20: C & C

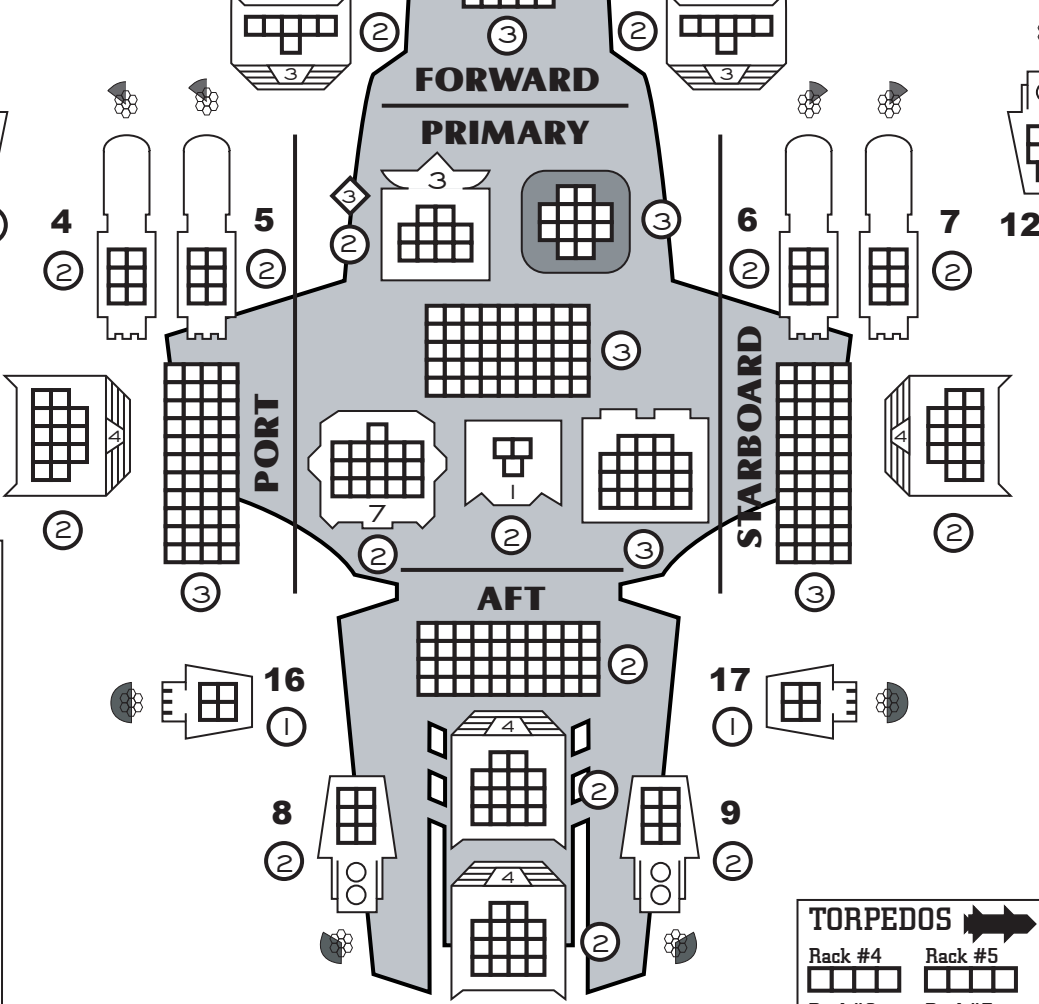
SPECIAL NOTES
 Ammo Storage Level 3
 Antiquated Sensors
 Fission Reactor

SENSOR DATA

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

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- CCEW Pod
- Slashing Laser
- Heavy Bolt Cannon
- Bolt Cannon
- Light Bolt Cannon
- Gatling Cannon
- Heavy Torpedo



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

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

TORPEDOS

| | |
|---------|---------|
| Rack #4 | Rack #5 |
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| Rack#6 | Rack#7 |
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