



2ND EDITION

Terran Faustus Research Vessel

SPECS

Class: Medium Ship
 In Service: 2358
 Point Value: 130
 Ramming Factor: 30
 Jump Delay: 26 Turns

MANEUVERING

Turn Cost: 2/5 Speed
 Turn Delay: 6/5 Speed
 Accel/Decel Cost: 2 Thrust
 Pivot Cost: N/A
 Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
 Stb/Port Defense: 13
 Engine Efficiency: 4/1
 Extra Power: 0
 Initiative Bonus: +12

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

WEAPON DATA

Particle Turret
 Class: Particle
 Mode: Standard
 Damage: 6
 Range Penalty: -3 per 2 hexes
 Fire Control: +3/+3/+4
 Intercept Rating: -2
 Rate of Fire: 3 per turn
Alternate Mode: 8 damage, +3/+2/+0, RoF 2 per turn

Subach HL-7 Turret
 Class: Particle
 Mode: Standard
 Damage: 1d5+3
 Range Penalty: -2 per hex
 Fire Control: +2/+2/+3
 Intercept Rating: -3
 (vs Slow Ballistic Only)
 Rate of Fire: 1 per turn

Rockeye Bank
 Class: Ballistic
 Mode: Standard
 Damage: 5
 Range Penalty: n/a
 Max Launch Range: 15 hexes
 Fire Control: +0/+0/+2
 Intercept Rating: n/a
 Rate of Fire: 2 per turn

MISSILES

WPN #7

FORWARD HITS

1-4: Retro Thrust
 5-6: Research Lab
 7-9: Particle Turret
 10-17: Structure
 18-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
 6-7: Jump Drive
 8-10: Subach HL-7 Turret
 11-17: Structure
 18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
 9-11: Rockeye Bank
 12-15: Sensors
 14-16: Engine
 17-19: Reactor
 19-20: C&C

SPECIAL RULE: On any hit scored on the port/stbd side, a natural roll of "20" is scored on the sensors.

SPECIAL NOTES

Limited Sensors
 ELINT Ship
 Subspace Drive

SENSOR DATA

Defensive EW

Target #	EW
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- Research Lab

