



Version 1: 2E/SW

Name: _____ Counter: _____

Modified Imperial Corvette

SPECS

Class: Medium Ship

In Service: --

Point Value: 145

Ramming Factor: 55

Hyper Cost: 4 Power

MANEUVERING

Turn Cost: 2/3 Speed

Turn Delay: 1/2 Speed

Accel/Decel Cost: 3 Thrust

Pivot Cost: 1+1 Thrust

Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 12

Sth/Port Defense: 15

Engine Efficiency: 3/1

Extra Power: +1

Initiative Bonus: +10

WEAPON DATA

Turbolaser Turret

Class: Laser

Mode: Standard

Damage: 1d10+8

Range Penalty: -1 per 2 hexes

Fire Control: +3/+1/+1

Interception Rating: -1

Rate of Fire: 1 per turn

FORWARD HITS

1-5: Retro Thrust
6-8: C-in-C
9-11: Twin Turbolaser
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7: Twin Turbolaser
8-9: Hyperdrive
10: Reactor
11-12: Engine
13-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-9: Port/Sth Thrust
10-12: Sensors
13-14: Shield Generator
15-20: Hangar

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

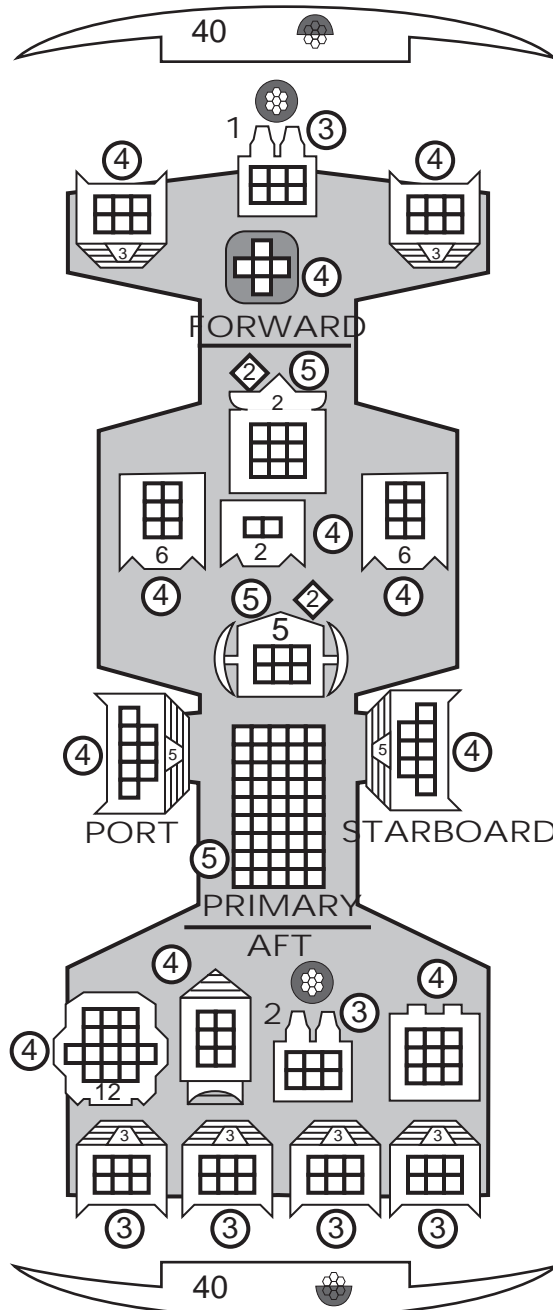
Target #5

Target #6

HANGAR

12 Fighters

2 Lamda Class Shuttles



ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Twin Turbolaser