



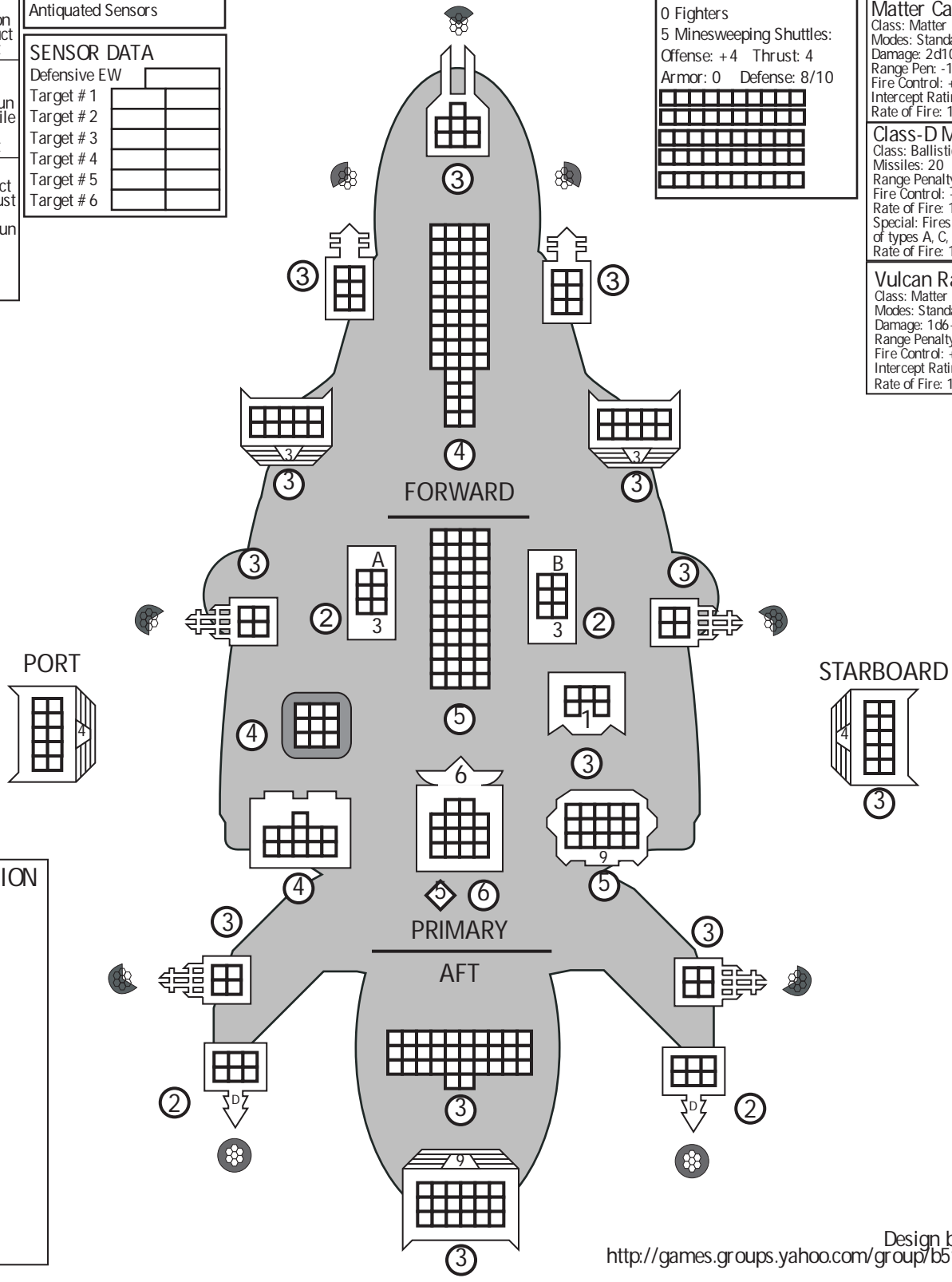
Corrino Pathfinder Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Def: 13
In Service: 10065	Turn Delay: 1 x Speed	Stb/Port Defense: 14
Point Value: 465	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 160	Pivot Cost: 3+3 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 3+3 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA	
Medium Lasgun	
Class: Laser	◆
Modes: R, S	
Damage: 3d10+4	
Range Penalty: -1 per 3 hexes	
Fire Control: +4/+3/-4	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
Matter Cannon	
Class: Matter	◆
Modes: Standard	
Damage: 2d10+2	
Range Pen: -1 per 2 hexes	
Fire Control: +3/+3/-2	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
Class-D Missile Rack	
Class: Ballistic	◆
Missiles: 20	
Range Penalty: None	
Fire Control: +3/+3/+3	
Rate of Fire: 1 per turn	
Special: Fires only missiles of types A, C, I, or Z.	
Rate of Fire: 1 per turn	
Vulcan Railgun	
Class: Matter	◆
Modes: Standard	
Damage: 1d6+5	
Range Penalty: -2 per 3 hexes	
Fire Control: +2/+2/+2	
Intercept Rating: -2 (Ballistic)	
Rate of Fire: 1 per turn	

FORWARD HITS	SPECIAL NOTES
1-4: Retro Thrust	Minesweeper Bonus +4
5-9: Med Lasgun	Antiquated Sensors
10-11: Matter Cannon	
12-18: Forward Struct	
19-20: PRIMARY Hit	
AFT HITS	SENSOR DATA
1-5: Main Thrust	Defensive EW
6-8: Vulcan Railgun	Target # 1
9-11: Class D Missile	Target # 2
12-18: Aft Struct	Target # 3
19-20: PRIMARY Hit	Target # 4
PRIMARY HITS	Target # 5
1-7: Primary Struct	Target # 6
8-10: Port/Stb Thrust	
11-12: Cargo	
13-14: Vulcan Railgun	
15-16: Engine	
17: Hangar	
18-19: Reactor	
20: C & C	

HANGAR
0 Fighters
5 Minesweeping Shuttles:
Offense: +4 Thrust: 4
Armor: 0 Defense: 8/10



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Medium Lasgun
	Matter Cannon
	Class-D Missile
	Vulcan Railgun