



# Circasian Rotarra Police Corvettes (4)

<b>SPECS</b> Class: Lt Combat Vsl In Service: 1935 Point Value: 150 each Ramming Factor: 30 Jump Delay: N/A	<b>MANEUVERING</b> Turn Cost: 1/4 Speed Turn Delay: 1/4 Speed Accel/Decel Cost: 1 Thrust Pivot Cost: 1 Thrust Roll Cost: 1 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 10 Stb/Port Defense: 10 Engine Efficiency: 1/1 Extra Power: 0 Initiative Bonus: +14	<b>WEAPON DATA</b> <b>Rocket Launcher</b> Class: Ballistic Modes: Standard Damage: 2d6+2 Range Penalty: n/a (max 15) Fire Control: +1/+1/+1 Intercept Rating: n/a Rate of Fire: 1 per turn																																							
<b>Light Particle Beam</b> Class: Particle Modes: Standard Damage: 1d10+4 Range Penalty: -2 per hex Fire Control: +3/+3/+3 Intercept Rating: -2 Rate of Fire: 1 per turn	<table border="1"> <tr> <td>Speed</td> <td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td> </tr> <tr> <td>Turn Cost</td> <td>1</td><td>1</td><td>1</td><td>1</td><td>2</td><td>2</td><td>2</td><td>2</td><td>3</td><td>3</td><td>3</td><td>3</td> </tr> <tr> <td>Turn Delay</td> <td>1</td><td>1</td><td>1</td><td>1</td><td>2</td><td>2</td><td>2</td><td>2</td><td>3</td><td>3</td><td>3</td><td>3</td> </tr> </table>			Speed	1	2	3	4	5	6	7	8	9	10	11	12	Turn Cost	1	1	1	1	2	2	2	2	3	3	3	3	Turn Delay	1	1	1	1	2	2	2	2	3	3	3	3
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**HIT LOCATIONS**

1-12: Structure  
 13: Light Particle Beam  
 14-15: Rocket Launcher  
 16-17: Drive  
 18-19: Reactor  
 20: Control

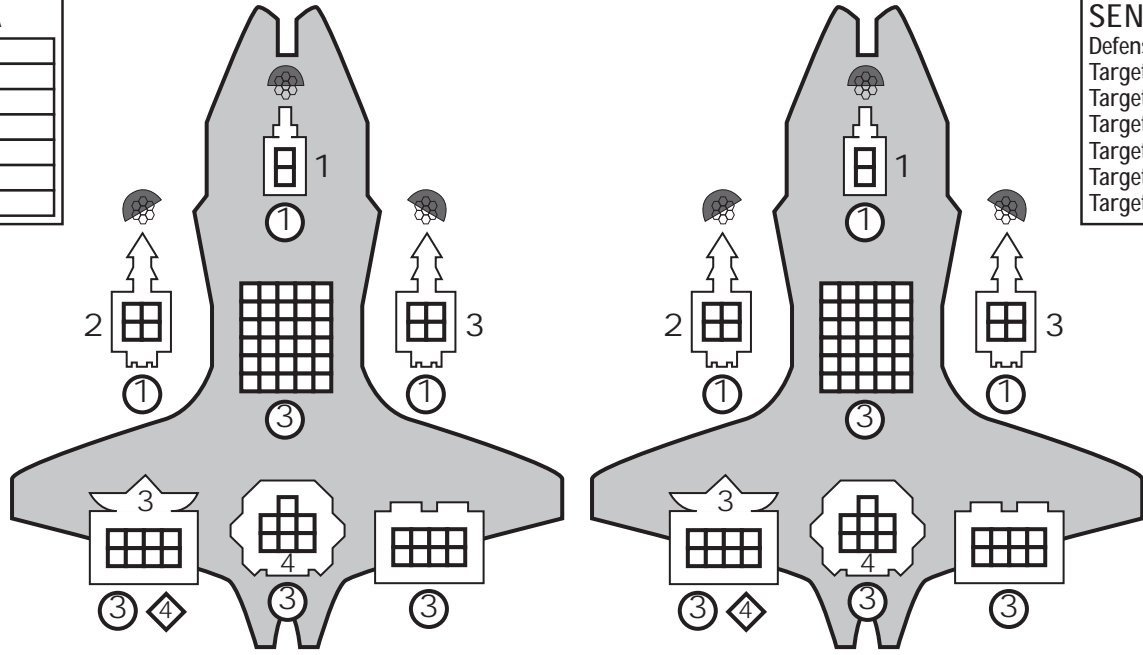
**SPECIAL NOTES**

Agile Ships  
 Atmospheric Capable

**SENSOR DATA**

Defensive EW

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



**SENSOR DATA**

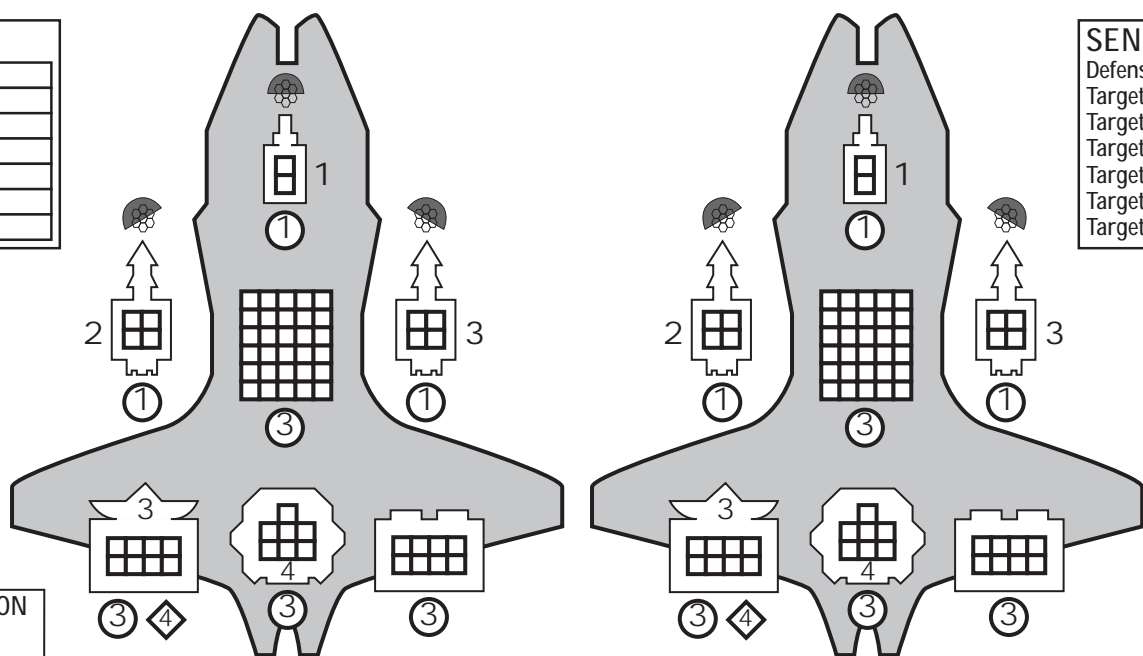
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Defensive EW

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Target #4		
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**ICON RECOGNITION**

- Control
- Drive
- Reactor
- Rocket Launcher
- Light Particle Beam