

Sshel'ath Skonna Corvette

SPECS

Class: Medium Ship
In Service: 1934
Point Value: 235
Ramming Factor: 40
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 10
Stb/Port Defense: 11
Engine Efficiency: 1/1
Extra Power: 0
Initiative Bonus: +12

WEAPON DATA

Railgun

Class: Matter
Modes: Standard
Damage: 3d10+3
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Antiquated Railgun

Class: Matter
Modes: Standard
Damage: 2d10+3
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Light Laser Cutter

Class: Laser
Modes: Raking (4)
Damage: 2d10+2
Range Penalty: -1 per hex
Fire Control: +1/+1/+1
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

FORWARD HITS

1-3: Retro Thrust
4-6: Antiquated Railgun
7-8: Light Laser Cutter
9-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Light Laser Cutter
8-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-10: Port/Stb Thrust
11-13: Sensors
14-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Agile Ship
Antiquated Sensors
Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

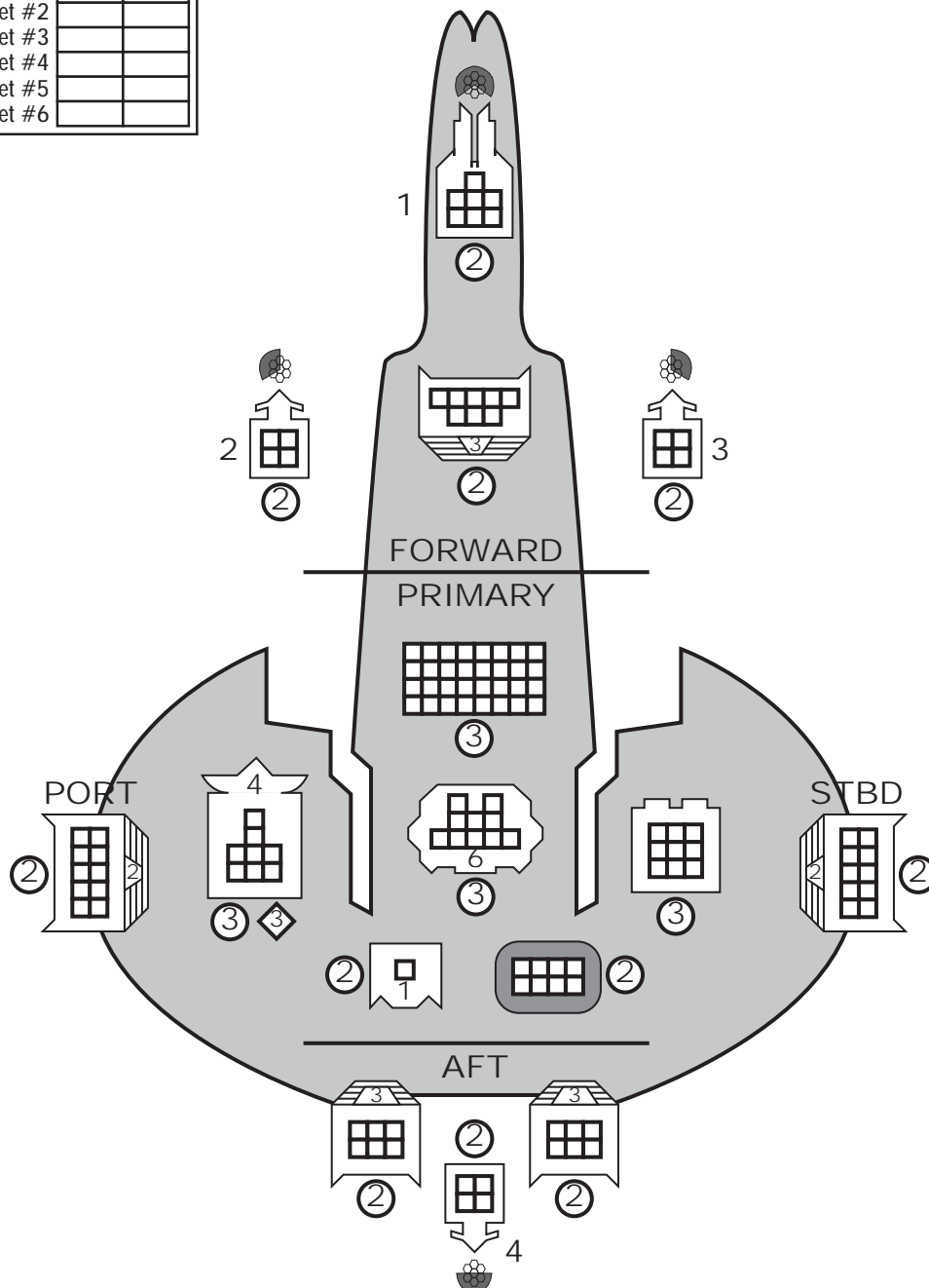
Target #6

HANGAR

0 Fighters

1 Shuttle: Thrust: 4

Armor: 1 Defense: 9/14



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Railgun
- Light Laser Cutter

1944 Refit

Point Value: 250

1. Replace Antiquated Railgun 1 with Railgun 1.

