

# Imperial CR 90 Corvette

## SPECS

Class: Medium Ship  
In Service: Empire  
Point Value: 325  
Ramming Factor: 60  
Hyper Delay: 12 Turns

## MANEUVERING

Turn Cost: 1/2 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 1+1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 12  
Engine Efficiency: 2/1  
Extra Power: +2  
Initiative Bonus: +12

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

## WEAPON DATA

### Double Turbolaser Cannon

Class: Ion+Laser  
Modes: Standard  
Damage: 1d10+4  
Range Penalty: -2 per 3 hexes  
Fire Control: +3/+2/+1  
Intercept Rating: n/a  
Rate of Fire: 2 per 2 turns

Ballistic-PD-System  
Class: Electromagnetic  
Intercept Rating: -6 (Ballistic only)  
Rate of Fire: 1 per turn  
OFFENSIVE MODE:  
Not Available

*Special: Can be divided between into multiple intercepts on different ballistics in same arc.*

## HANGAR

0 Fighters  
2 Shuttles

## FORWARD HITS

1-2: Shield Generator  
3-6: Double TLC  
7-8: Cargo  
9-10: Hangar  
11-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-4: Ion Thruster  
5-6: Shield Generator  
7-9: Double TLC  
10-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-6: Hyperdrive  
7-8: Cargo  
9-10: PD-System  
11-13: Sensor  
14-16: Engine  
17-19: Reactor  
20: C&C

## SPECIAL NOTES

Ion Drive System  
Atmospheric Capable

## SENSOR DATA

Defensive EW

Target #1

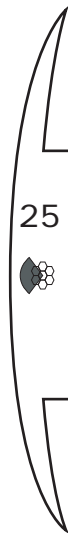
Target #2

Target #3

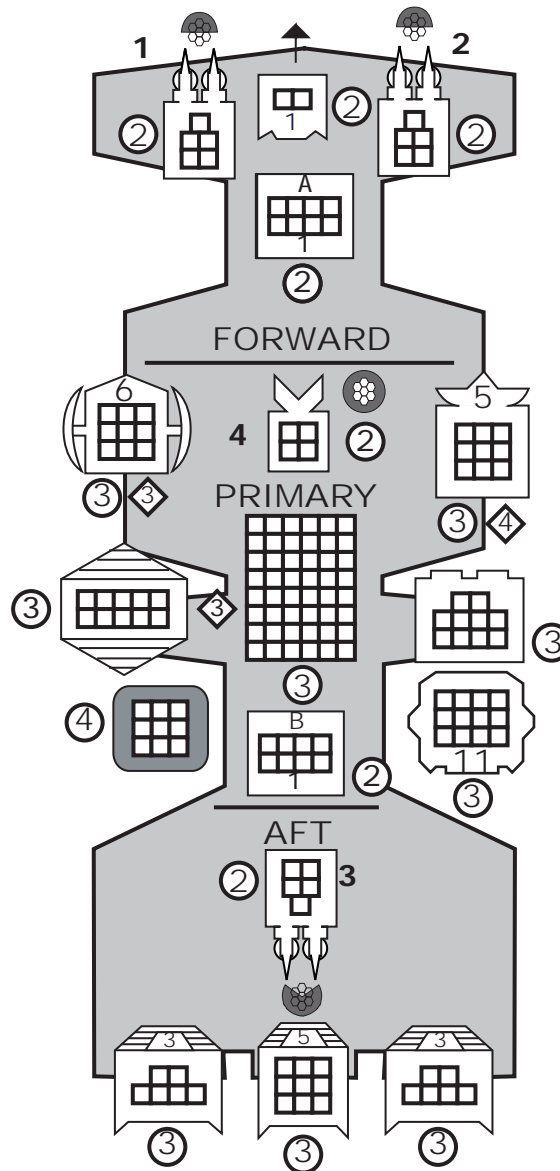
Target #4

Target #5

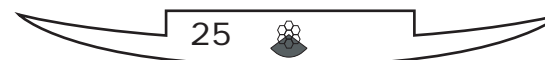
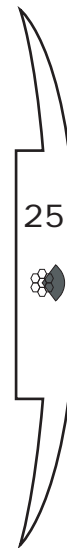
Target #6



PORT



STARBOARD



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Shield Generator
- Hyperdrive
- Double Turbolaser Cannon
- PD-System