



# Imperial CR 90 Corvette



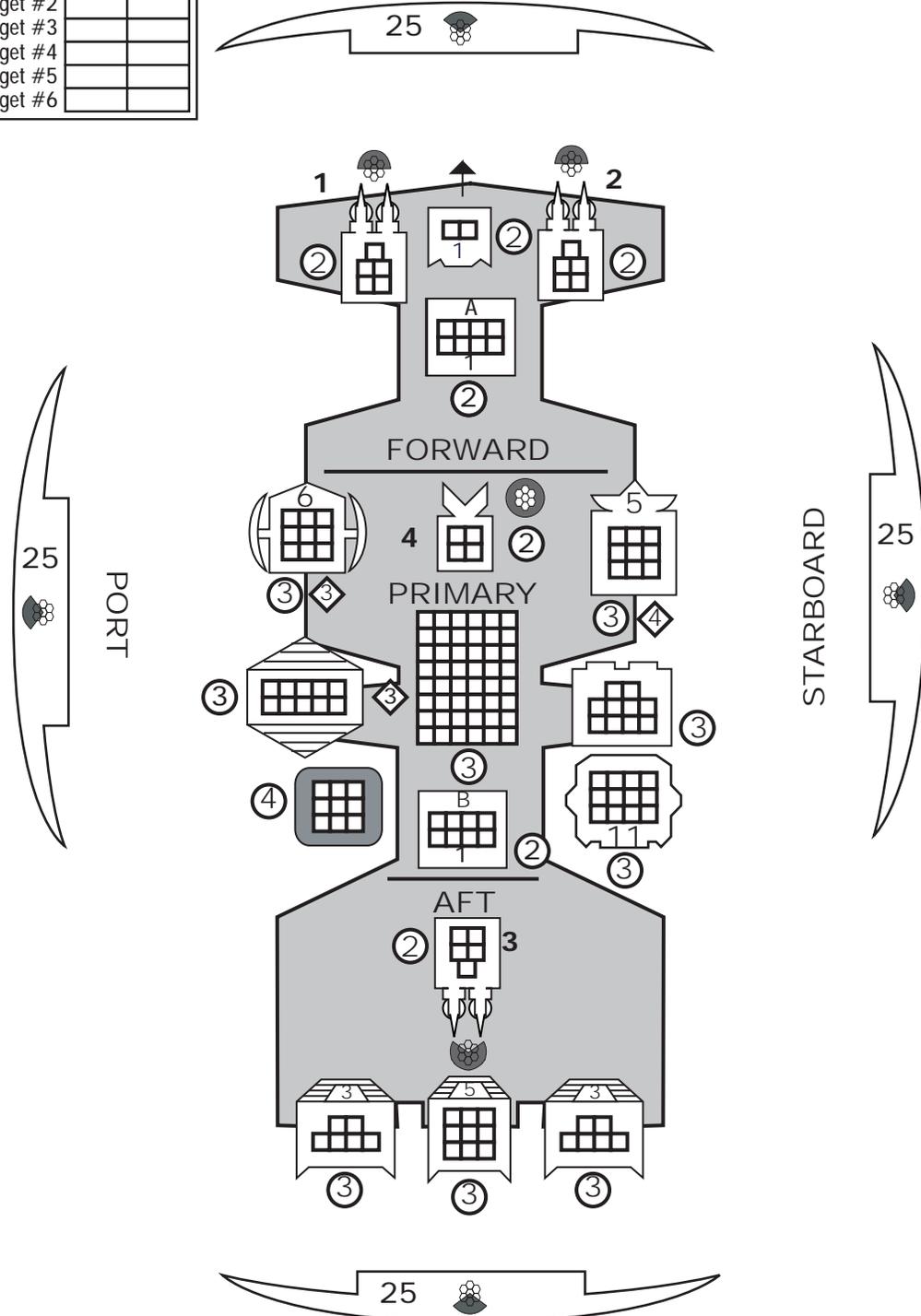
<b>SPECS</b> Class: Medium Ship In Service: Empire Point Value: 325 Ramming Factor: 60 Hyper Delay: 12 Turns	<b>MANEUVERING</b> Turn Cost: 1/2 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 1+1 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 12 Stb/Port Defense: 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	

<b>WEAPON DATA</b> <b>Double Turbolaser Cannon</b> 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
<b>Ballistic-PD-System</b> Class: Electromagnetic Intercept Rating: -6 (Ballistic only) Rate of Fire: 1 per turn OFFENSIVE MODE: Not Available <i>Special: Can be divided between into multiple intercepts on different ballistics in same arc.</i>

<b>FORWARD HITS</b> 1-2: Shield Generator 3-6: Double TLC 7-8: Cargo 9-10: Hangar 11-17: Structure 18-20: PRIMARY Hit
<b>AFT HITS</b> 1-4: Ion Thruster 5-6: Shield Generator 7-9: Double TLC 10-17: Structure 18-20: PRIMARY Hit
<b>PRIMARY HITS</b> 1-6: Hyperdrive 7-8: Cargo 9-10: PD-System 11-13: Sensor 14-16: Engine 17-19: Reactor 20: C&C

<b>SPECIAL NOTES</b> Ion Drive System Atmospheric Capable	
<b>SENSOR DATA</b> Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

**HANGAR**  
0 Fighters  
2 Shuttles



<b>ICON RECOGNITION</b>	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Shield Generator
	Hyperdrive
	Double Turbolaser Cannon
	PD-System