

Nashani Hatoga Patrol Corvette

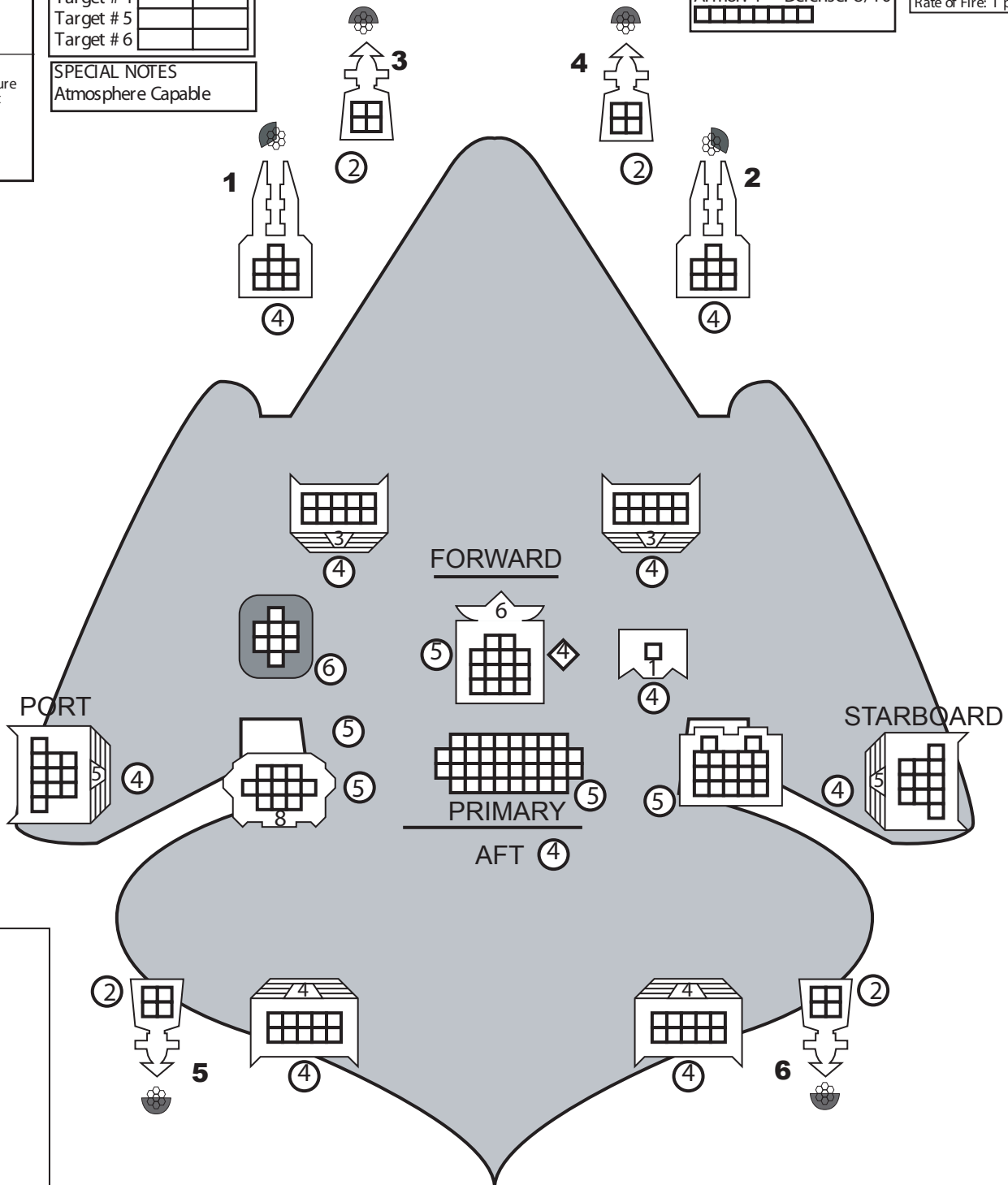
SPECS			MANEUVERING						COMBAT STATS			
Class: MCV			Turn Cost: 1/2 Speed						Fwd/Aft Defense: 12			
In Service: 2246			Turn Delay: 1/2 Speed						Stb/Port Defense: 13			
Point Value: 360			Accel/Decel Cost: 2 Thrust						Engine Efficiency: 3/1			
Ramming Factor: 60			Pivot Cost: 2+2 Thrust						Extra Power: 0			
Jump Delay: N/A			Roll Cost: 1+1 Thrust						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
Gauss Sniper
Class: Matter
Modes: Standard
Damage: 2d10
Range Penalty: -1 per 3 hexes
Fire Control: +1/+0/--
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Defense Laser
Class: Laser
Modes: Raking
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +0/+2/+3
Intercept Rating: -1 (vs ballistic and matter weapons)
Rate of Fire: 1 per turn

FORWARD HITS
1-3: Retro Thrust
4-8: Defense Laser
9-11: Gauss Sniper
12-18: Structure
19-20: PRIMARY Hit
AFT HITS
1-9: Main Thrust
10-11: Defense Laser
12-18: Structure
19-20: PRIMARY Hit
PRIMARY HITS
1-8: Primary Structure
9-10: Port/Stb Thrust
11-12: Sensors
13-15: Engine
16-17: Hangar
18-19: Reactor
20: C&C

SENSOR DATA
Defensive EW
Target # 1
Target # 2
Target # 3
Target # 4
Target # 5
Target # 6
SPECIAL NOTES
Atmosphere Capable

HANGAR
0 Fighters
1 Shuttle: Thrust: 5
Armor: 1 Defense: 8/10



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Gauss Sniper
	Defense Laser