



# Breen Ral Koan Corvette

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 11
In Service: 2328	Turn Delay: 1/3 Speed	Stb/Port Defense: 11
Point Value: 340	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 2/1
Ramming Factor: 40	Pivot Cost: 1 Thrust	Extra Power: +3
Warp Delay: 5 Turns	Roll Cost: 1 Thrust	Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA
<b>Disruption Repeater</b>
Class: Molecular
Mode: Standard
Damage: 1d10+6
Range Penalty: -2 per 3 hexes
Fire Control: +5/+3/+3
Intercept Rating: -2
Rate of Fire: 1 or more per turn

FORWARD HITS
1-3: Deflector Shield
4-5: Disruption Repeater
6-7: Lt Photon Torpedo
8-10: Light Disruptor
11-17: Structure
18-20: PRIMARY Hit

SPECIAL NOTES
Agile Ship
Gravitic Drive System
Impulse Drive

AFT HITS
1-4: Impulse Thruster
5-7: Deflector Shield
8-9: Light Disruptor
10-16: Structure
17-20: PRIMARY Hit

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

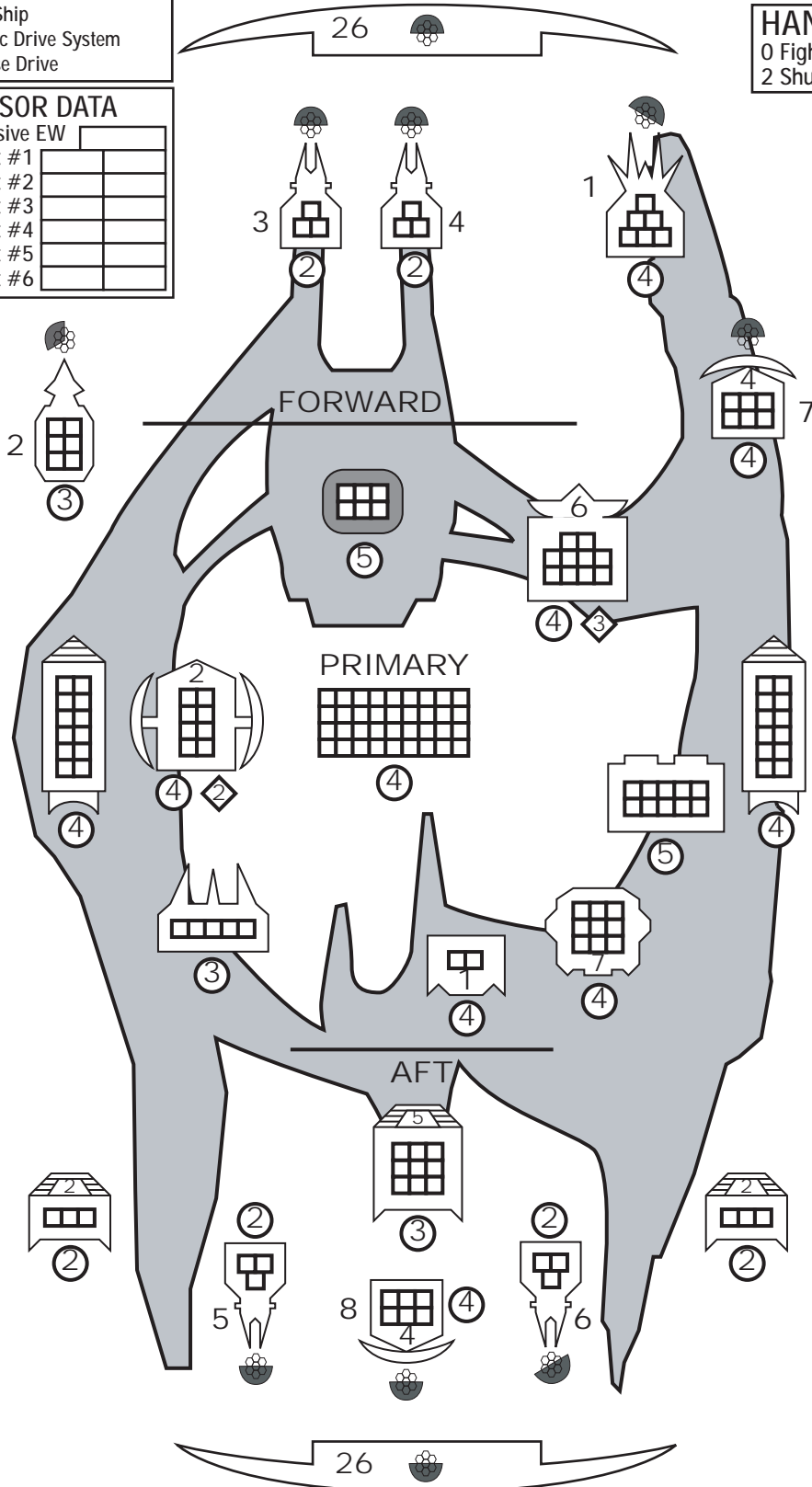
PRIMARY HITS
1-6: Warp Engine
7: Tractor Beam
8-9: Shield Generator
10-11: Sensors
12-13: Hangar
14-16: Engine
17-18: Reactor
19-20: C&C

HANGAR
0 Fighters
2 Shuttles

Light Photon Torpedo
Class: Ballistic + Antimatter
Mode: Standard
Damage: X+10
Max X: 10
Range Penalty: -1 per 4 hexes
Max Range: 35 hexes
Fire Control: +3/+3/+3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Light Disruptor
Class: Molecular
Mode: Standard
Damage: 1d6+6
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Deflector Shield
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.



ICON RECOGNITION
Impulse Thruster
C & C
Sensors
Engine
Reactor
Hangar
Shield Generator
Deflector Shield
Warp Engine
Disruption Repeater
Lt Photon Torpedo
Light Disruptor

STARBOARD

PORT