



Geonosian Corvette

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 10
In Service: -25 ANH	Turn Delay: 1/3 Speed	Stb/Port Defense: 14
Point Value: 305	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 40	Pivot Cost: 2 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 2 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	
Dual Turbolaser	
Class: TurboLaser	
Mode: Standard	
Damage: 2x1d10+7	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+1/+1	
Interception Rating: -1	
Rate of Fire: 1 per 2 turns	
Geonosian Dual Laser Turret	
Class: Pulse Laser	
Mode: Standard	
Damage: 1d6+3	
Range Penalty: -1 per hex	
Fire Control: +0/+2/+4	
Interception Rating: -2	
Rate of Fire: 1 per turn	

FORWARD HITS	
1-5:	Forward Thrust
6-8:	Dual Turbolaser
9-10:	Geonosian Laser
11:	Tractor Beam
12-17:	Structure
18-20:	PRIMARY Hit

AFT HITS	
1-5:	Aft Thrust
6-9:	Geonosian Laser
10-11:	Hangar
13-17:	Structure
18-20:	PRIMARY Hit

PRIMARY HITS	
1-6:	Port/Stbd Thrust
7-9:	Shield Generator
10-12:	Hyperdrive
13-14:	Sensors
15-16:	Engine
17-18:	Reactor
19-20:	C & C

SPECIAL NOTES
Agile Ship

SENSOR DATA

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

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyperdrive
- Shield Generator
- Tractor Beam
- Dual Turbolaser
- Geonosian Laser Turret

