



Name: _____ Counter: _____

Bene Teilaxu Prism Corvette

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| SPECS Class: Medium Ship In Service: 9907 Point Value: 410 Ramming Factor: 50 Jump Delay: N/A | MANEUVERING Turn Cost: 2/3 Speed Turn Delay: 1/3 Speed Accel/Dec Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 2+2 Thrust | COMBAT STATS Fwd/Aft Defense: 13 Stb/Port Defense: 12 Engine Efficiency: 2/1 Extra Power: +0 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

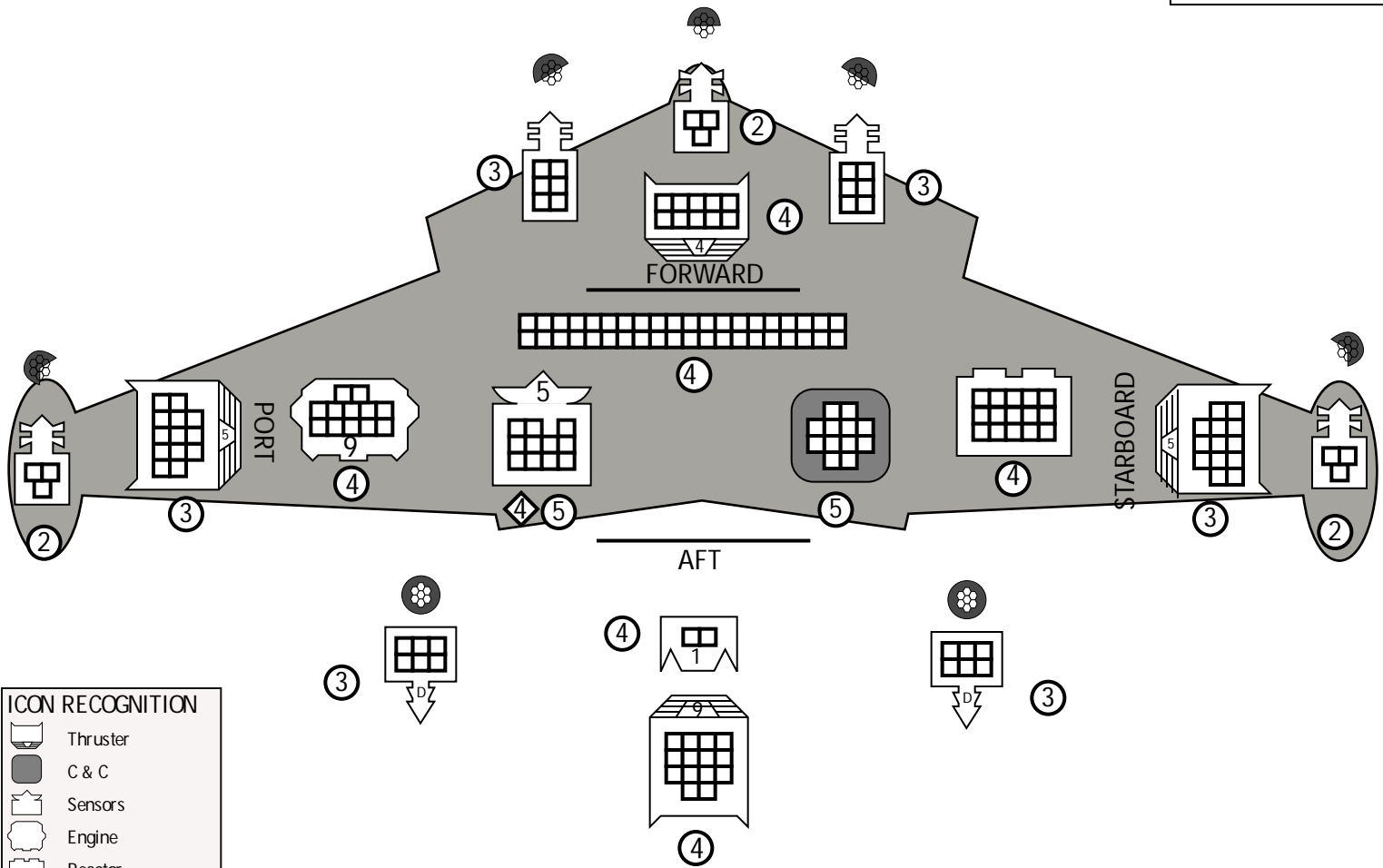
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|--|---|
| Medium Lasgun Class: Laser Modes: R, S Damage: 3d10+4 Range Penalty: -1 per 3 hexes Fire Control: +4/+3/-4 Intercept Rating: n/a Rate of Fire: 1 per 2 turns | ◆ |
| Prism Lasgun Class: Laser Mode: Standard Damage: 1d10+4 Range Penalty: -1 per hex Fire Control: +1/+2/+4 Intercept Rating: -2 Rate of Fire: 1d4+1 per turn Note: weapon rules per Markab Scattergun, see Rules. | ◆ |
| Class-D Missile Rack Class: Ballistic Missiles: 20 Range Penalty: None Fire Control: +3/+3/+3 Rate of Fire: 1 per turn Special: Fires only missiles of types A, C, I, or Z. Rate of Fire: 1 per turn | ◆ |

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| FORWARD HITS 1-5: Retro Thrust 6-8: Medium Lasgun 9-11: Prism Lasgun 12-17: Structure 18-20: PRIMARY Hit |
| AFT HITS 1-6: Main Thrust 7-9: Class-D Missile 10-11: Hangar 12-17: Structure 18-20: PRIMARY Hit |
| PRIMARY HITS 1-10: Port/Stb Thrust 11-13: Sensor 14-15: Engine 16-19: Reactor 20: C & C |

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

SPECIAL NOTES
Antiquated Sensors
Atmosphere Capable

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| HANGAR 0 Fighters 2 Shuttles: Thrust: 5 Armor: 0 Defense: 9/10 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
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| ICON RECOGNITION | |
|------------------|----------------|
| | Thruster |
| | C & C |
| | Sensors |
| | Engine |
| | Reactor |
| | Hangar |
| | Prism Lasgun |
| | Medium Lasgun |
| | Type-D Missile |