Version 2: 2E/DW Name: _____ Counter: _____

Landsraad Richese Missile Corvette

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 2/3 Speed	Fwd/Aft Def: 13/10
In Service: 9985	Turn Delay: 1/3 Speed	Stb/Port Def: 12/9
Point Value: 425	Acc/Dec Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 50	Pivot Cost: 2+2 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +12

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

FORWARD HITS
1-4: Retro Thrust
5-6: Vulcan Railgun
7-10: Class L Missile
11-16: Structure
17-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Hangar
9-10: Holtzman Shield
11-16: Structure
17-20: PRIMARY Hit

PRIMARY HITS
1-10: Port/Stb Thrust
11-13: Sensor
14-16: Engine
17-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

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

SPECIAL NOTES

Antiquated Sensors
Atmosphere Capable
Uncommon (33%)
Common for House Ordos

HANGAR

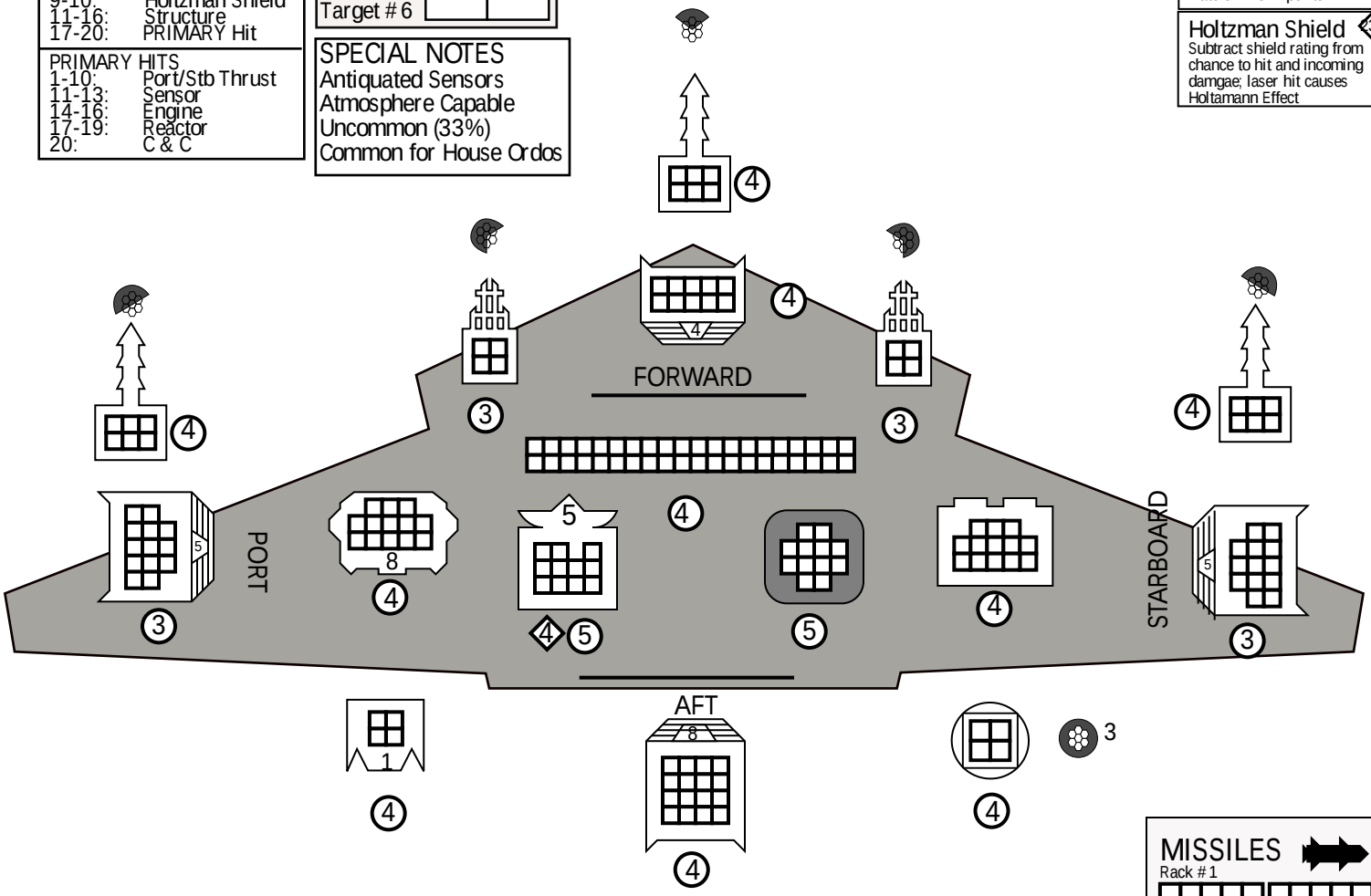
0 Fighters
4 Shuttles: Thrust: 5
Armor: 0 Defense: 9/10

WEAPON DATA

Class-L Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Vulcan Railgun
Class: Matter
Modes: Standard
Damage: 1d6+5
Range Pen: -2 per 3 hexes
Fire Control: +2/+2/+2
Intercept: -2 (Ballistic Only)
Rate of Fire: 1 per turn

Holtzman Shield
Subtract shield rating from chance to hit and incoming damgae; laser hit causes Holtamann Effect



MISSILES

Rack # 1

Rack # 2

Rack # 3

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Hangar
- Reactor
- Class-L Missile Rack
- Vulcan Railgun
- Holtzman Shield

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