

Craytan Corvette

SPECS

Class: Medium Ship
In Service: 2038
Point Value: 390
Ramming Factor: 50
Jump Delay: n/a

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/2 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 14
Engine Efficiency: 3/1
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	2	2	3	3	4	4	5	5	6	6

HANGAR

2 Shuttles: Thrust: 5
Armor: 0 Defense: 10/10



WEAPON DATA

Medium Plasma Gun
Class: Plasma
Modes: Standard
Dmg: 2d10+2 (-1 per hex)
Range Penalty: -3 per 2 hexes
Fire Control: +2/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Light Plasma Gun
Class: Plasma
Modes: Standard
Dmg: 1d6+6 (-2 per hex)
Range Penalty: -2 per hex
Fire Control: +2/+1/-3
Intercept Rating: n/a
Rate of Fire: 1 per turn

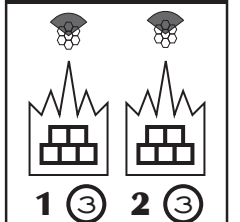
Triple Chatter Cannon
Class: Bil-Pro
Mode: Standard
Damage: 1d6+3
Range Penalty: -3 per hex
Fire Control: +1/+1/+3
Intercept Rating: -1 (ballistic only)
Rate of Fire: 3 per turn

Dual Chatter Cannon
Class: Bil-Pro
Mode: Standard
Damage: 1d6+3
Range Penalty: -3 per hex
Fire Control: +1/+1/+3
Intercept Rating: -1 (ballistic only)
Rate of Fire: 2 per turn

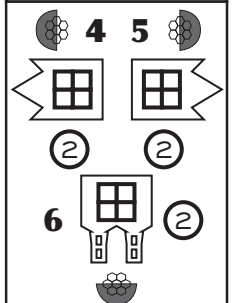
Med. Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Light Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 2d10+2 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

2089 Refit



Point Value: 415
1. Replace Med Plasma Guns 1 and 2 with Med Plasma Cannons 1 and 2. Arcs and armor as shown here.



2. Replace Lt Plasma Guns 4 and 5 with Lt Plasma Cannons.
3. Replace Lt Plasma Gun 6 with Dual Chatter Cannon 6.

DESIGN BY Geoffrey and
Jeremy Stano

FORWARD HITS

1-6: Retro Thrust
7-10: Med Plasma Wpn
11: Triple Chatter Cannon
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-9: Light Plasma Gun
(7-8): Lt Plasma Cannon
(9): Dual Chatter Cannon
10: Hangar
11-17: Structure
18-20: PRIMARY Hit
Values in () used if Upgraded

PRIMARY HITS

1-8: Port/Stb Thrust
9-11: Magazine
12-14: Sensors
15-17: Engine
18-19: Reactor
20: C&C

SPECIAL NOTES

Agile Ship
Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

THRUSTER REFIT

System	2038	2089
Retro Thrusters	2	3
Port/Stb Thrusters	3	4
Main Thrust	3	4

SENSOR REFIT

Sensor Rating	4	5
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ENGINE REFIT

Engine Rating	6	8
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ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Magazine
- Medium Plasma Gun
- Lt Plasma Gun
- Medium Plasma Cannon
- Light Plasma Cannon
- Triple Chatter Cannon
- Dual Chatter Cannon

MAGAZINE CRITICAL HITS

1-10: No Critical
11-14: No Critical, add 1 to next roll
15-18: All weapons using the magazine roll a D6. On a 5 or 6 they take one extra turn to load (ie a light bil-pro cannon takes 3 not 2 turns to load).
19-26: All weapons that use the magazine take 1/3 longer (round up) to load.
27+: The magazine explodes. No ammunition can be drawn from it, the ship takes raking 10 damage equal to the average damage for each weapon that drew ammo from the magazine.

