

Craytan Ranged Corvette

SPECS

Class: Medium Ship
In Service: 2095
Point Value: 400
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: 12
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

FORWARD HITS

1-6: Retro Thrust
7-10: Lt Assault Cannon
11: Triple Chatter Cannon
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Lt Plasma Cannon
9: Duel Chatter Cannon
10: Hanger
11-17: Structure
18-20: PRIMARY Hit

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

HANGAR

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



WEAPON DATA

Light Assault Cannon

Class: Bil-Pro
Mode: Standard
Damage: 2d10+7
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-
Intercept Rating: --
Rate of Fire: 1 per 3 turns
OR
High Explosive Round
Mode: Flash
Damage: 2d10+2

Light Plasma Cannon

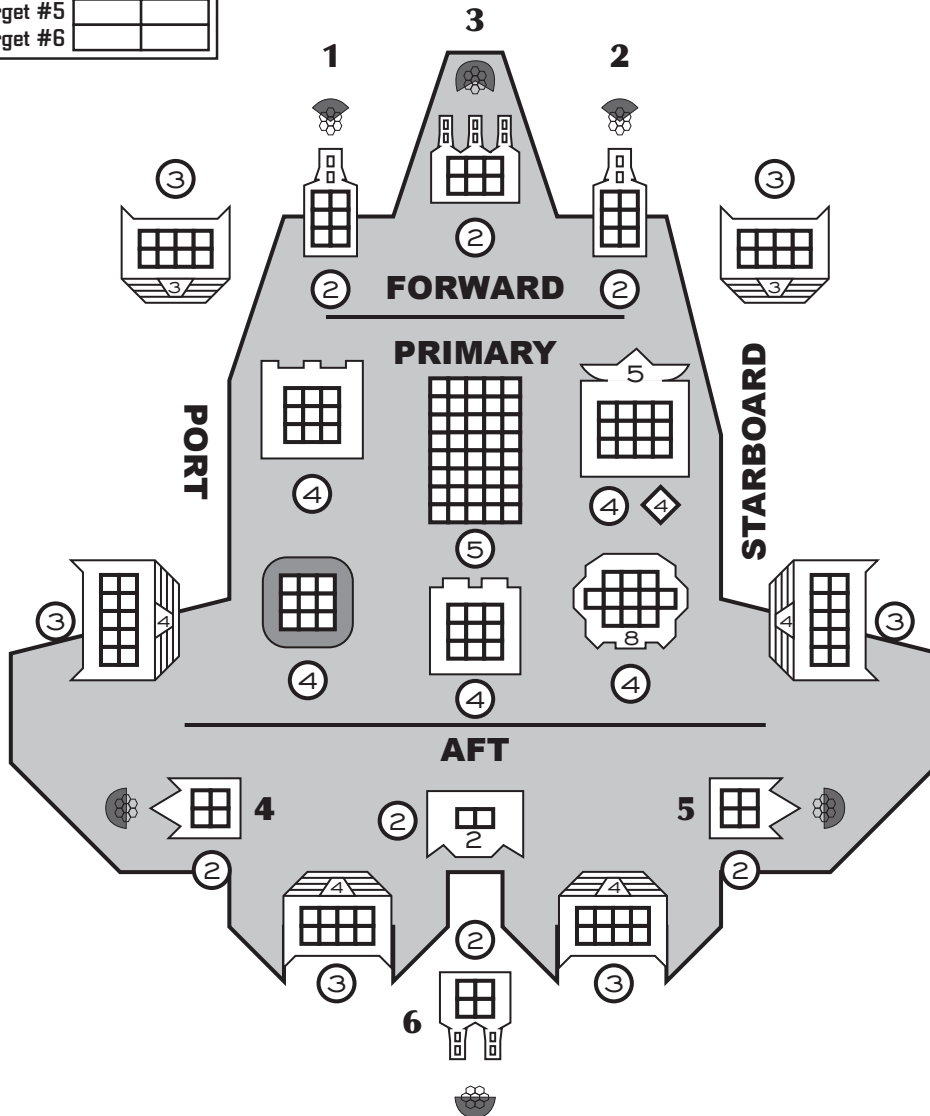
Class: Plasma
Modes: Standard
Dmg: 2d10+2 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Triple Chatter Cannon

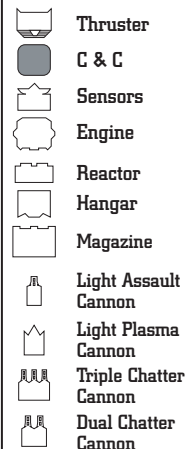
Class: Bil-Pro
Mode: Standard
Damage: 1d6+3
Range Penalty: -3 per hex
Fire Control: +1/+1/+3
Intercept Rating: -1 (ballistic only)
Rate of Fire: 3 per turn

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



ICON RECOGNITION



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.