



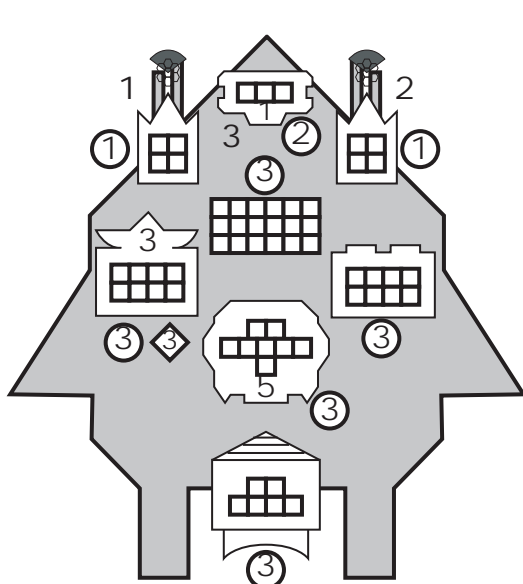
Naussican Pirate Corvettes (4)

SPECS	MANEUVERING	COMBAT STATS
Class: Lt. Combat Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 10
In Service: 2145	Turn Delay: 1/4 Speed	Stb/Port Defense: 12
Point Value: 90 each	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 2/1
Ramming Factor: 25	Pivot Cost: 1 Thrust	Extra Power: 0
Warp Delay: 12 Turns	Roll Cost: 1 Thrust	Initiative Bonus: +13
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 2 3 3 3 3	
Turn Delay	1 1 1 1 2 2 2 2 3 3 3 3	

WEAPON DATA
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
Polarized Hull Plating
Active hull plating units increase the armor of all systems in their section by an amount equal to the plating unit's current value. See Rules.

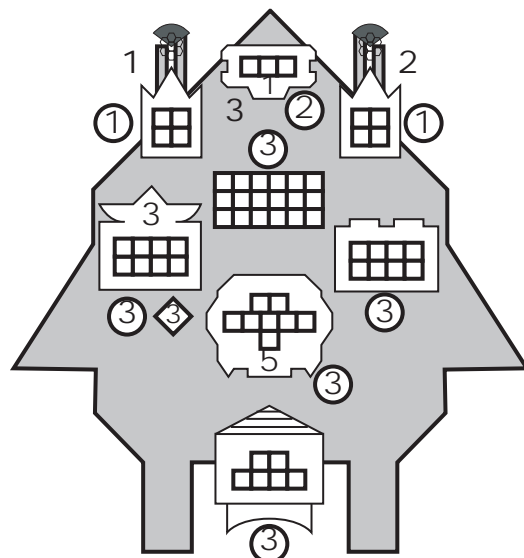
HIT LOCATIONS
1-8: Structure
9-10: Warp Engine
13-15: Light Plasma Cannon
16-17: Drive
18: Reactor
19: Control
20: Polarised Hull Plating

SPECIAL NOTES
Agile Ship
Atmospheric Capable
Impulse Drive
Unreliable Ship:
Vulnerable to Criticals



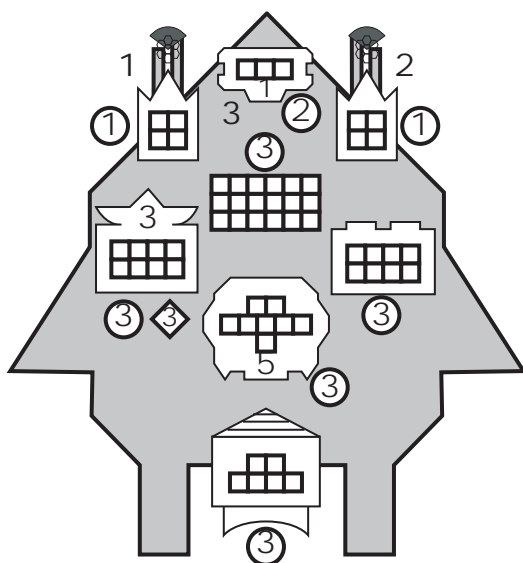
← CORVETTE #1

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



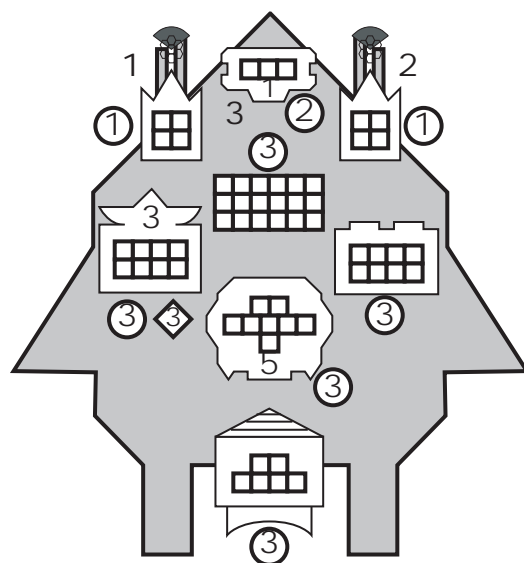
CORVETTE #2 →

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



← CORVETTE #3

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



CORVETTE #4 →

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

ICON RECOGNITION		
	Control	
	Drive	
	Lt Plasma Cannon	