



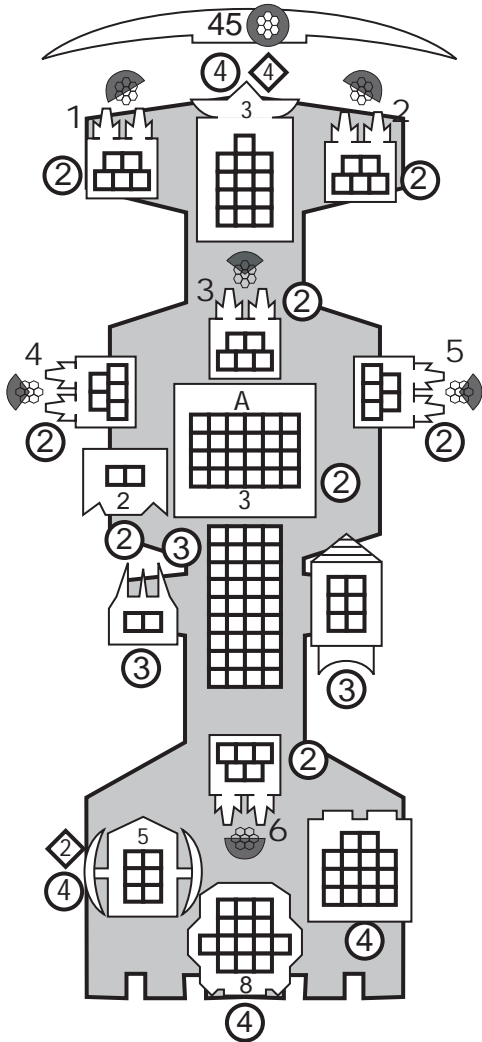
Corellian Corvettes [2]

SPECS		MANEUVERING		COMBAT STATS	
Class: Lt. Combat Vsl		Turn Cost: 2/3 Speed		Fwd/Aft Defense: 11	
In Service: --		Turn Delay: 2/3 Speed		Stb/Port Defense: 14	
Point Value: 275 each		Accel/Decel Cost: 3 Thrust		Engine Efficiency: 2/1	
Ramming Factor: 55		Pivot Cost: 1+1 Thrust		Extra Power: +0	
Hyper Cost: 4 Power		Roll Cost: 1+1 Thrust		Initiative Bonus: +12	
Speed	1 2 3 4 5 6 7 8 9 10 11 12	1	2 3 4 4 5 6 6 7 8 8		
Turn Cost		1	2 2 3 4 4 5 6 6 7 8 8		
Turn Delay		1	2 2 3 4 4 5 6 6 7 8 8		

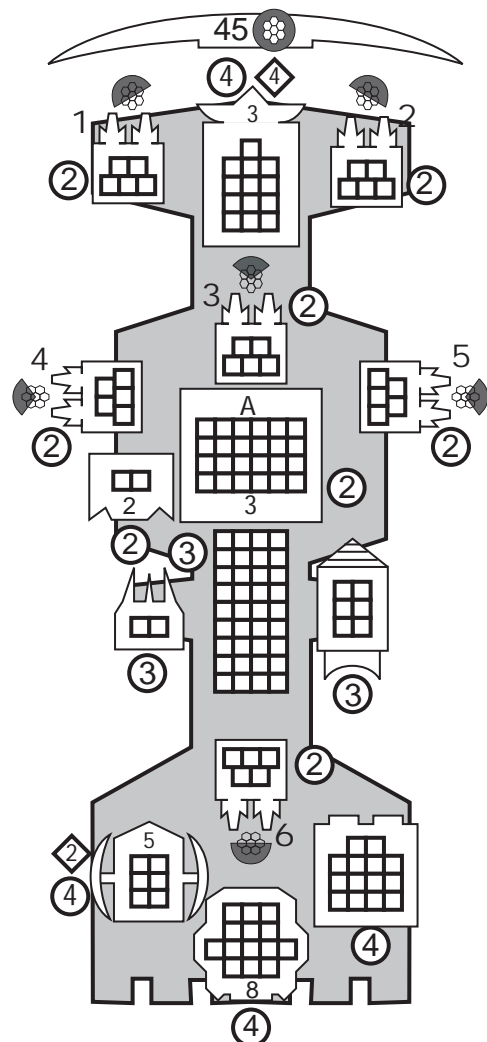
WEAPON DATA	
Dual Lt Turbolaser	
Class: Turbolaser	
Mode: Standard	
Damage: 2x 1d10+3	
Range Penalty: -1 per hex	
Fire Control: +2/+2/+1	
Interception Rating: -2	
Rate of Fire: 1 per 2 turns	

HIT LOCATIONS	
1-7:	Structure
8:	Hyperdrive
9-11:	Dual Lt Turbolaser
12-13:	Cargo
14:	Hangar
15:	Tractor Beam
16-17:	Drive
18:	Reactor
19:	Control
20:	Shield Generator

HANGAR
0 Fighters
2 Lamda Class Shuttles



CORVETTE #1



CORVETTE #2

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

SHIELD DATA	
	Ray Particle
Forward	
Port	
Starboard	
Aft	

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

SHIELD DATA	
	Ray Particle
Forward	
Port	
Starboard	
Aft	

ICON RECOGNITION			
	Control		Reactor
	Drive		Tractor Beam
	Shield Generator		Hyperdrive
	Cargo		Dual Lt Turbolaser