

Corillani Conosti Patrol Frigate

SPECS

Class: Medium Ship
In Service: 2230
Point Value: 300
Ramming Factor: 50
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 13
Engine Efficiency: 2/1
Extra Power: 0
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	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

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

Lt Particle Cannon

Class: Particle
Modes: Raking
Damage: 2d10+8
Range Penalty: -1 per hex
Fire Control: +4/+2/+0
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Twin Array

Class: Particle
Mode: Standard
Damage: 1d10+4
Range Penalty: -2 per hex
Fire Control: +4/+5/+6
Intercept Rating: -2
Rate of Fire: 2 per turn

FORWARD HITS

1-6: Retro Thrust
7-8: Lt Particle Cannon
9: Med Plasma Cannon
10: Twin Array
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thruster
9-11: Sensors
12-14: Engine
15: Hangar
16-18: Reactor
19-20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

HANGAR

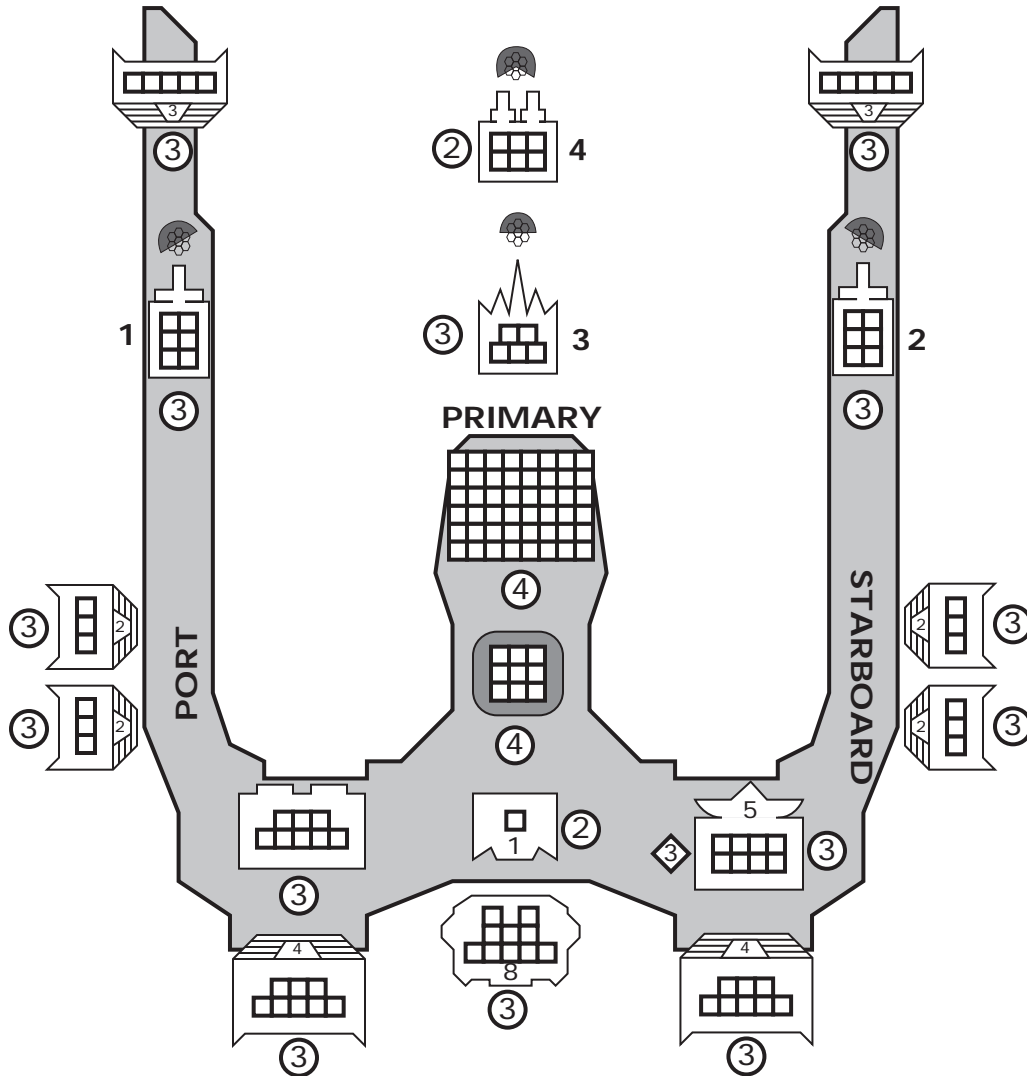
0 Fighters

1 Shuttle:

No Weapons Thrust: 6

Armor: 0 Def: 10/10

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ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Med Plasma Cannon
- Lt Particle Cannon
- Twin Array