

Corillani Vostova Freighter

SPECS

Class: Capital Ship
In Service: 2237
Point Value: 450
Ramming Factor: 200
Jump Delay: N/A

MANEUVERING

Turn Cost: 4/3 x Speed
Turn Delay: 4/3 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 19
Engine Efficiency: 5/1
Extra Power: 0
Initiative Penalty: -4

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

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

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

HANGAR

0 Fighters
8 Cargo Shuttles:
No Weapons Thrust: 6
Armor: 0 Def: 10/10

FORWARD HITS

1-6: Retro Thrust
7-8: Med Plasma Cannon
9-11: Twin Array
12-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-6: Port/Stb Thrust
7-11: Cargo
12: Twin Array
13-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-9: Main Thrust
10: Twin Array
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Struct
10-11: Sensors
12-13: Engine
14-16: Hangar
17-18: Reactor
19-20: C & C

SENSOR DATA

Defensive EW

Target #1

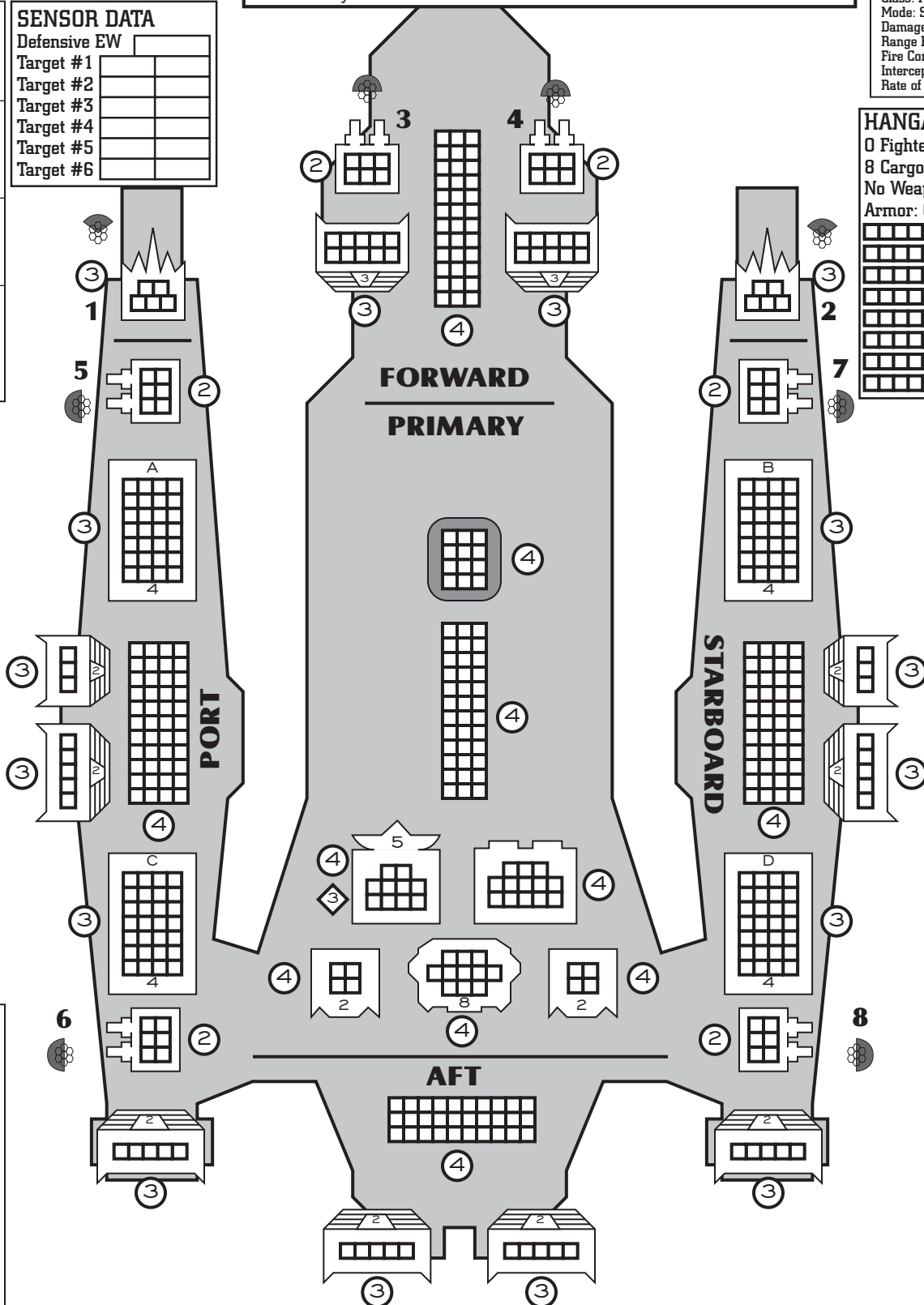
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Cargo
- Reactor
- Hangar
- Medium Plasma Cannon
- Twin Array