

Corillani Vaconi Strike Carrier

SPECS

Class: Capital Ship
In Service: 2229
Point Value: 600
Ramming Factor: 230
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 16
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +0

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

Plasma Accelerator
Class: Plasma
Mode: Standard
Damage: 4d10+12 (-1 per hex)
Range Penalty: -1 per hex
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Can fire at an accelerated ROF for less damage, as shown below:
1 per turn: 1d10+4 -1/hex
1 per 2 turns: 2d10+8 -1/hex

Heavy Plasma Cannon
Class: Plasma
Modes: Standard
Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -2 per 3 hexes
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

FORWARD HITS

1-5: Retro Thrust
6-9: Plasma Accelerator
10-18: Forward Struct
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7 Heavy Plasma
8-11 Twin Array
12-13: Port/Stb Hangar
14-18: Port/Stb Struct
19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-10: Plasma Accelerator
11-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS

1-12: Primary Struct
13-15: Sensors
16-17: Engine
18-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

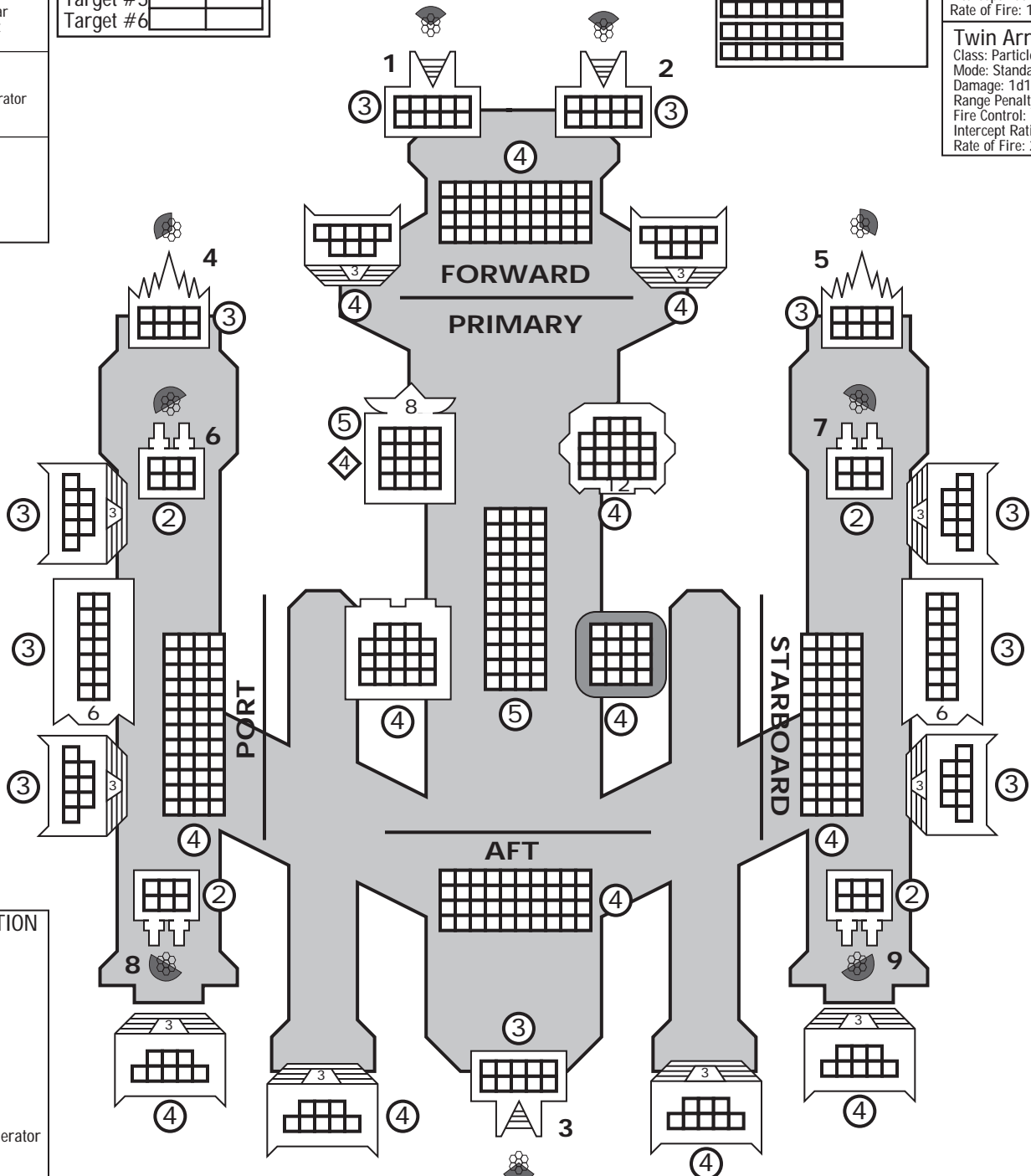
SIDE HANGARS

12 Fighters Each

2 Shuttles Each:

No Weapons Thrust: 6

Armor: 0 Def: 10/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Plasma Accelerator
- Heavy Plasma Cannon
- Twin Array