

Drazi Firekestrel Corvette

SPECS

Class: Medium Ship
In Service: 2258
Point Value: 400
Ramming Factor: 60
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 11
Engine Efficiency: 2/1
Extra Power: +6
Initiative Bonus: +14

WEAPON DATA

Solar Cannon

Class: Particle
Modes: Standard
Damage: 1d5+12
Range Penalty: -1 per 2 hexes
Fire Control: +5/+3/+0
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Damage scored is repeated on the structure

Particle Repeater

Class: Particle
Modes: Standard
Damage: 2d10
Range Penalty: -1 per hex
Fire Control: +2/+2/+4
Intercept Rating: -1 per shot
Rate of Fire: 1 or more per turn

FORWARD HITS

1-5: Retro Thrust
6-8: Solar Cannon
9-10: Particle Repeater
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-9: Main Thrust
10-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9-11: Sensors
12-14: Engine
15-16: Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES

Agile Ship

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

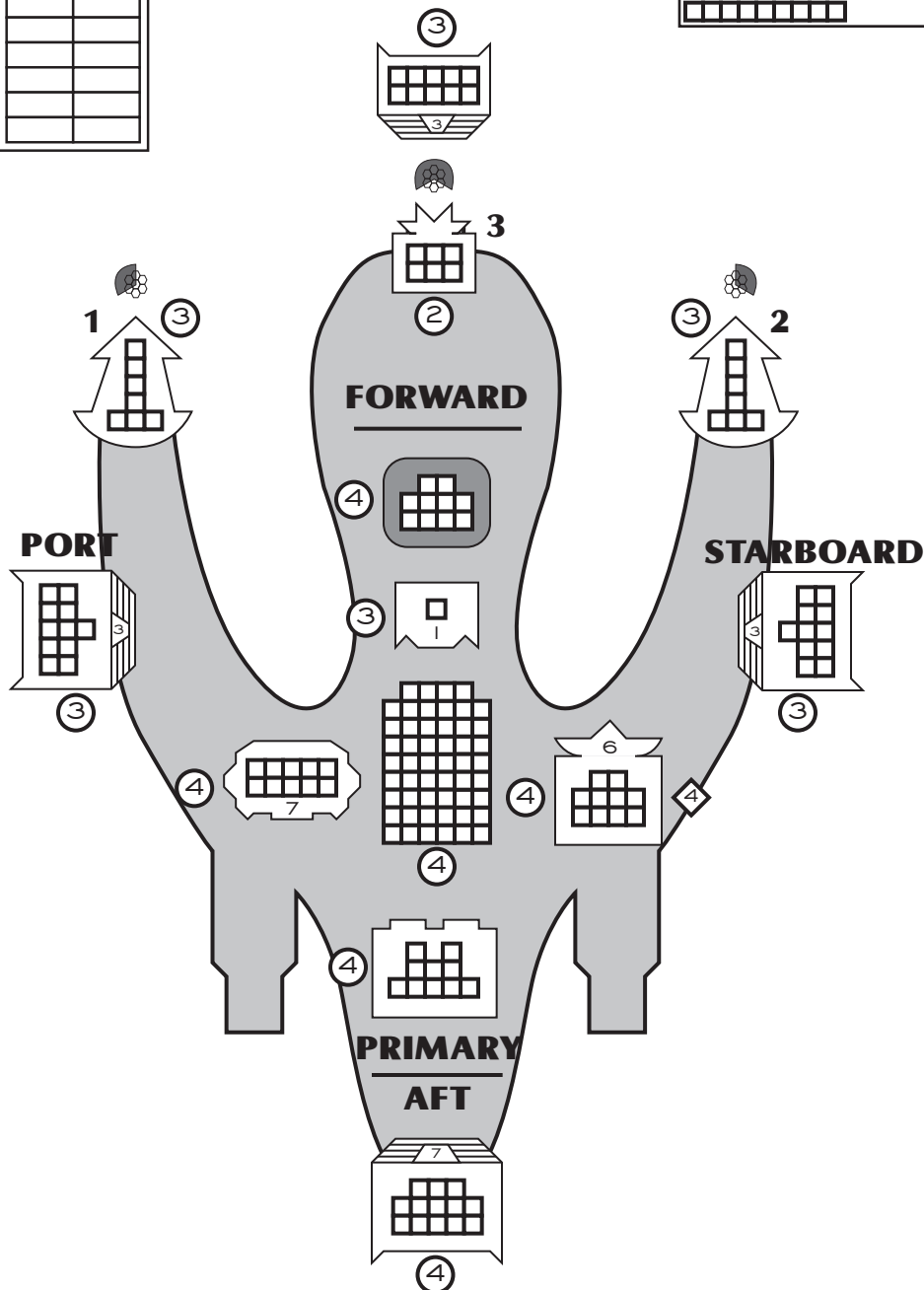
Target #6

HANGAR

0 Fighters

1 Shuttle: Thrust: 4

Armor: 0 Defense: 8/9



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Solar Cannon
- Particle Repeater