

Drazi Wyvern Attack Corvette

SPECS

Class: Medium Ship
In Service: 2231
Point Value: 315
Ramming Factor: 50
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: +2
Initiative Bonus: +14

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

WEAPON DATA

Plasma Torch

Class: Plasma
Modes: Standard
Damage: 2d10+10 -1 per hex
Range Penalty: -2 per hex
Fire Control: +2/+0/-
Intercept Rating: n/a
Rate of Fire: 1 per turn

Standard Particle Beam

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

FORWARD HITS

1-5: Retro Thrust
6-8: Plasma Torch
9-10: Std Particle Beam
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/Stbd 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

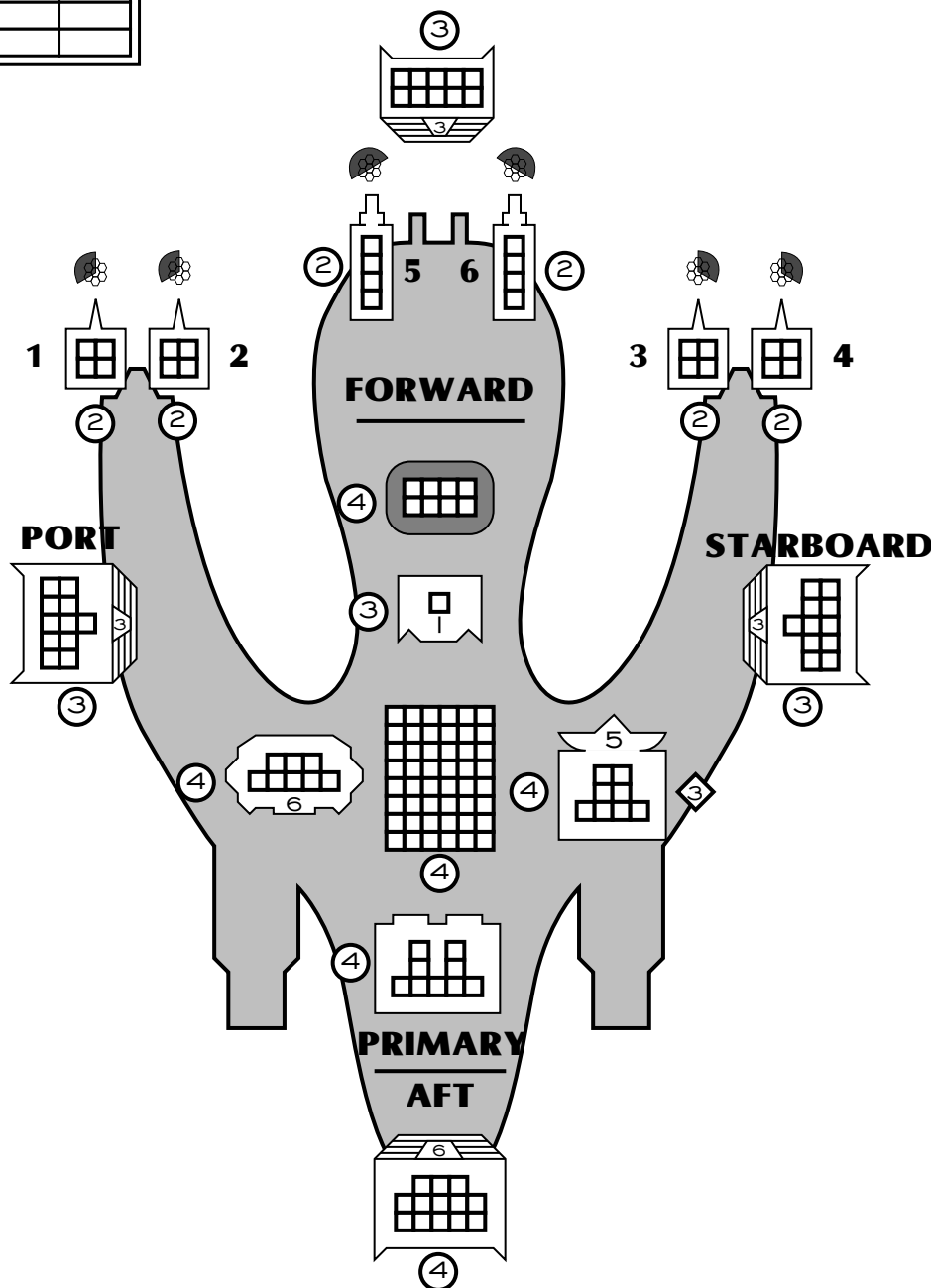
HANGAR

0 Fighters

1 Shuttle: Thrust: 4

Armor: 0 Defense: 8/9

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ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Plasma Torch
- Std Particle Beam