



EA Dragon Heavy Corvette (Alpha Model)

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 15 (12)
In Service: 2254	Turn Delay: 2/3 x Speed	Stb/Port Defense: 15 (12)
Point Value:	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor:	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +6
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 3 4 5 6 7 8 9 10 11 12	



WEAPON DATA

Laser/Pulse Array
This weapon can fire as either a medium laser or medium pulse cannon, determined at the time of firing. The ROF is based on the shot being taken.

Medium Laser Cannon
Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Medium Pulse Cannon
Class: Particle
Mode: Pulse
Damage: 10 1d5 Times
Maximum Pulses: 6
Grouping Range: +1 per 4
Range Penalty: -1 per hex
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Interceptor Mk-I
Intercept Rating: -3
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+5
Fire Control: -/-/+6
Range Penalty: -2 per hex

Class-R Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per turn
Special: Suffers magazine criticals on a 19 or 20.

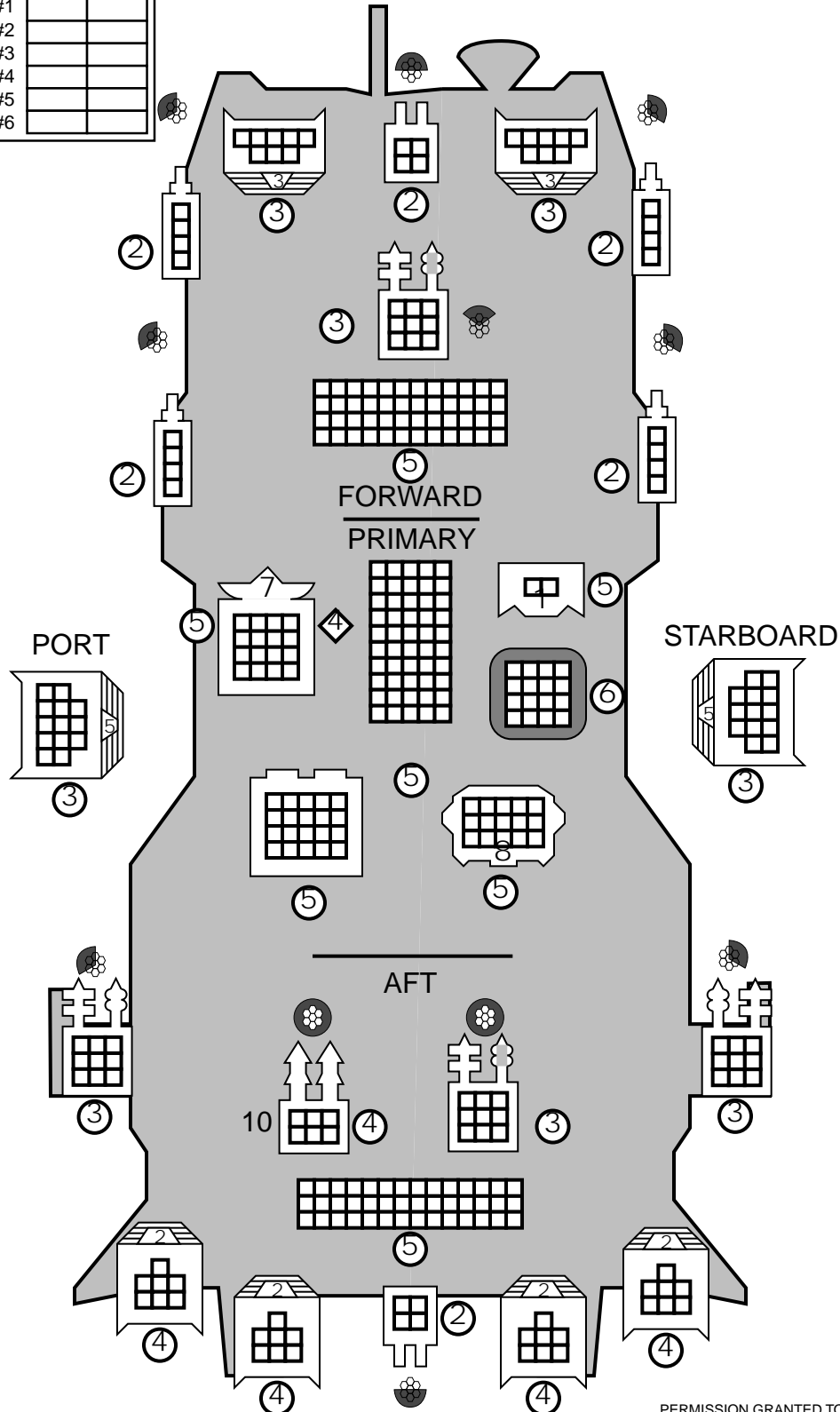
Standard Particle Beam
Class: Particle
Modes: Standard
Damage: 1d10+6
Range Penalty: -1 per hex
Fire Control: +4/+4/+4
Intercept Rating: -2
Rate of Fire: 1 per turn

HANGAR
0 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

MISSILES
Rack #10

FORWARD HITS 1-3:Retro Thrust 4-5:Std Particle Beam 6-7:Laser/Pulse Array 8-9:Interceptor 10-18:Forward Struct 19-20:PRIMARY Hit
AFT HITS 1-6:Main Thrust 7-9:Laser/Pulse Array 10:Missile Rack 11-12:Interceptor 13-18:Aft Struct 19-20:PRIMARY Hit
PRIMARY HITS 1-8:Primary Struct 9-11:Port/Stb Thrust 12-13:Sensors 14-15:Engine 16:Hangar 17-19:Reactor 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
	Reactor
	Hangar
	Class-R Missile Rack
	Laser/Pulse Array
	Std Particle Beam
	Interceptor