

EA Laertes Police Corvette (Gamma Model)

SPECS

Class: Medium Ship
In Service: 2184
Point Value: 325
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+2 Thrust
Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 12 (10)
Stb/Port Defense: 12 (10)
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +12

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

HANGAR

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

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

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

Interceptor Prototype
Intercept Rating: -2
Rate of Fire: 1 per turn
OFFENSIVE MODE:
Class: Particle
Mode: Standard
Damage: 1d10+3
Fire Control: --/--/+4
Range Penalty: -2 per hex

FORWARD HITS

1-5: Retro Thrust
6-7: Plasma Cannon
8: Interceptor Prototype
9-10: Std Particle Beam
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Std Particle Beam
9: Interceptor Prototype
10: Engine
11-17: Struct
18-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

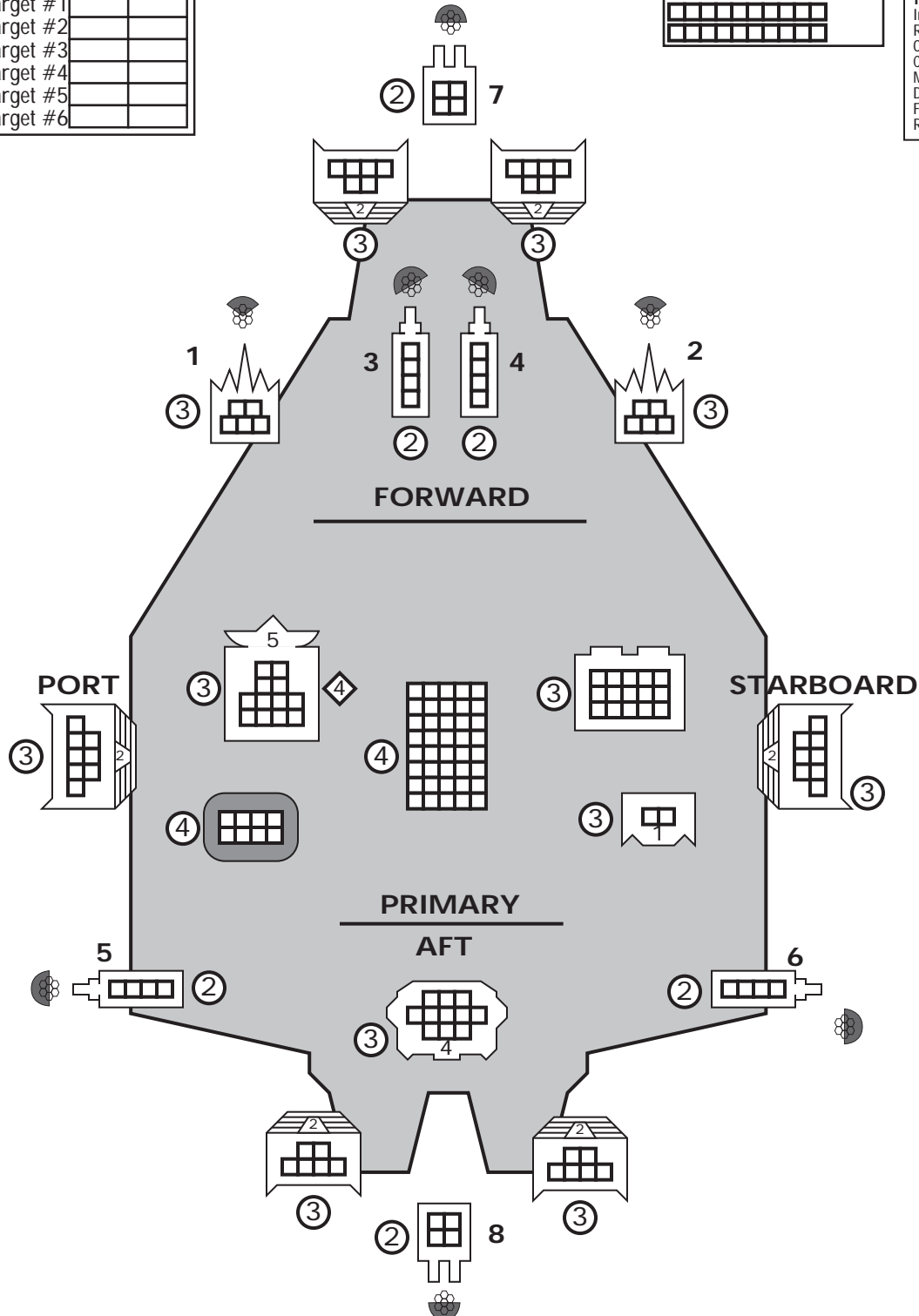
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

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