

EA Laertes Assault Corvette (Epsilon Model)

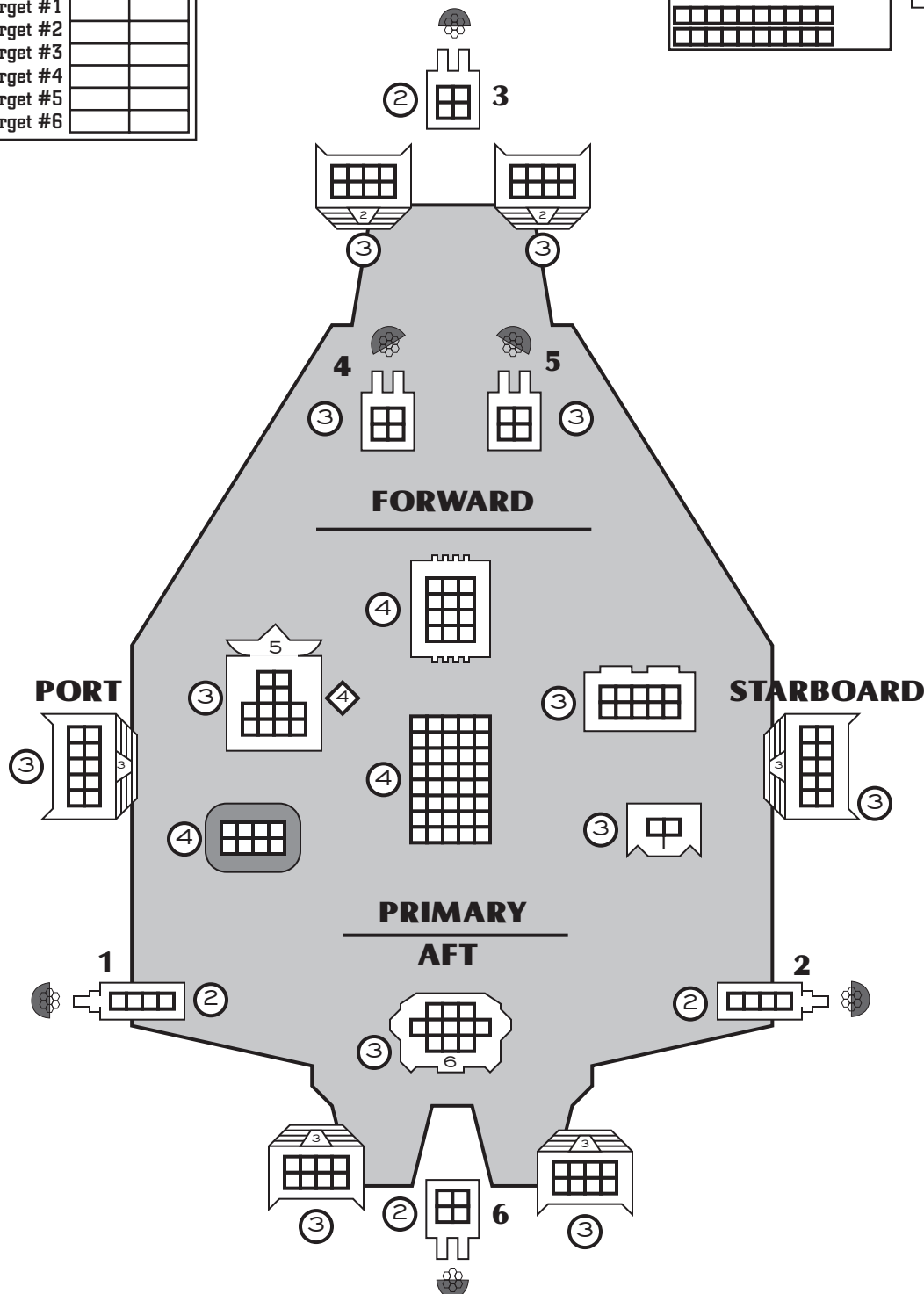
SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12 (9)
In Service: 2200	Turn Delay: 1/2 Speed	Stb/Port Defense: 12 (9)
Point Value: 250	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 2/1
Ramming Factor: 50	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 1+1 Thrust	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
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 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

FORWARD HITS
1-5: Retro Thrust
6-8: Interceptor
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
10: Engine
11-17: Struct
18-20: PRIMARY Hit
PRIMARY HITS
1-11: Port/Stb Thrust
12-14: Marine Barracks
15-16: Sensors
17: Hangar
18-19: 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
	Marine Barracks
	Std Particle Beam
	Interceptor