



Modrani Trassik Corvette Leader

SPECS

Class: Medium Ship
In Service: 2145
Point Value: 365
Ramming Factor: 55
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 12*
Stb/Port Defense: 13*
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +14

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

HANGAR

0 Fighters
1 Shuttle: Thrust: 4
Armor: 0 Defense: 8/10
Initiative Bonus: +8



WEAPON DATA

Tachyon Streamer
Class: Tachyon
Mode: Raking
Damage: 2d10+20
Range Penalty: -1 per 2 hexes
Fire Control: +5/+3/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Tachyon Pulser

Class: Tachyon
Mode: Pulse
Damage: 9 1d4 Times
Maximum Pulses: 4
Grouping Range: n/a
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -1
Rate of Fire: 1 per turn

Gatling Array Mk1

Class: Tachyon
Mode: Standard
Damage: 2d6+4
Range Penalty: -2 per hex
Fire Control: --/+8
Intercept Rating: -3
Rate of Fire: 1 per turn

Tachyon Distortion Field Generator

Subtract Field Factor from incoming chance to hit and any damage subvoley scored on ship. Random chance that shield affects incoming shot. For each shot, roll 1d10 and consult chart:
1-3: Shield has no effect
4+: Shield active vs shot

FORWARD HITS

1-4: Retro Thrust
5-7: Tachyon Streamer
8-9: Tachyon Pulser
10-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Gatling Array
8-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

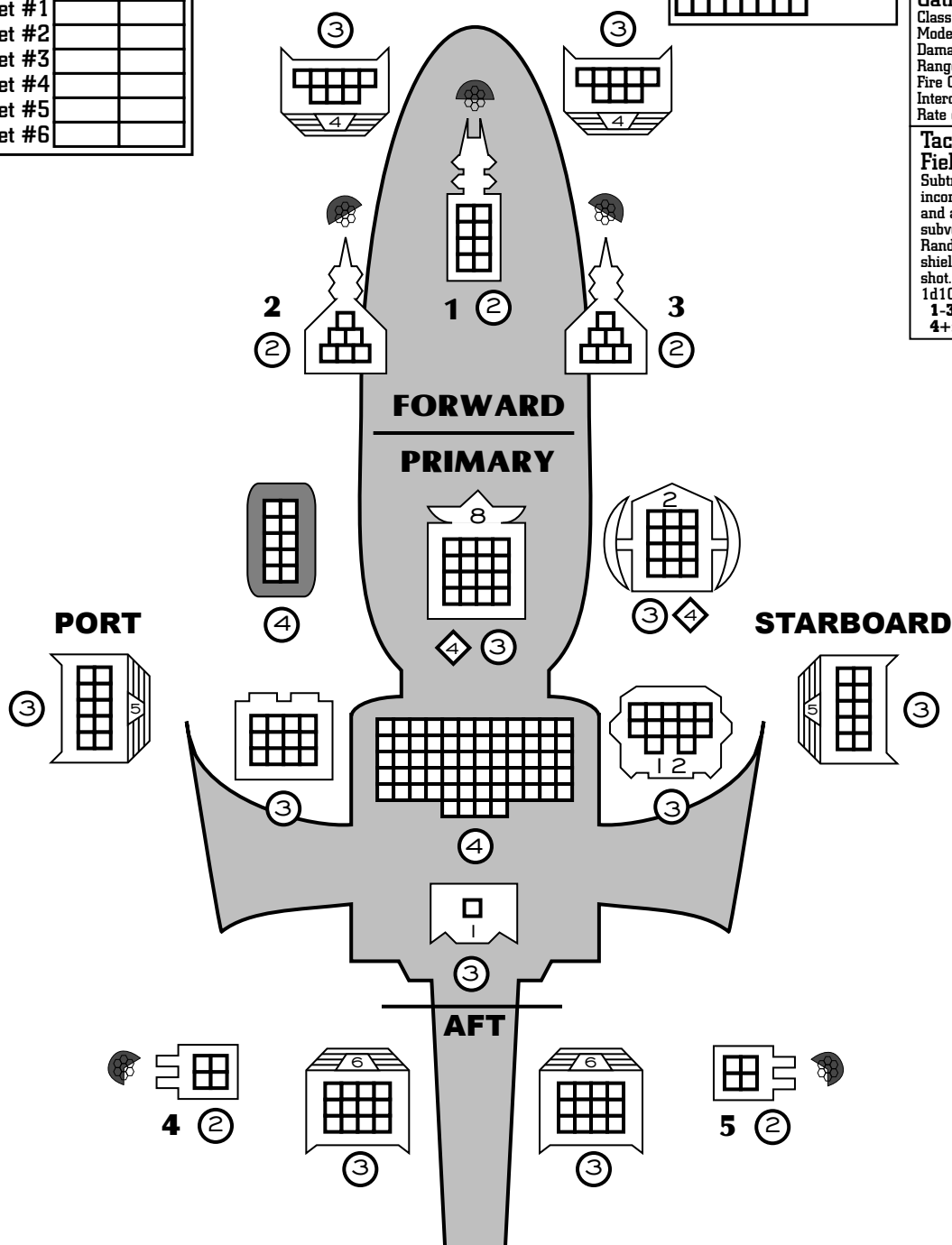
1-7: Port/Stbd Thrust
8-9: Field Generator
10-12: Sensors
13-15: Engine
16: Hangar
17-19: Reactor
20: C & C

SPECIAL NOTES

Agile Ship
Tachyon Distortion Field:
(Strength 2)

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
- Tachyon Field Generator
- Tachyon Streamer
- Tachyon Pulser
- Tachyon Gatling Array