



# CHOAM Pursuer Corvette

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 14
In Service: 9680	Turn Delay: 1/2 Speed	Stb/Port Defense: 12
Point Value: 380	Accel/Dec Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 50	Pivot Cost: 2+2 Thrust	Extra Power: +0
Jump Delay: N/A	Roll Cost: 2+2 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	

## WEAPON DATA

**Med Blast Cannon**   
 Class: Matter  
 Modes: Pulse  
 Damage: 5 1d5 times  
 Maximum Pulses: 5  
 Grouping Range: +1 per 5  
 Range Pen: -1 per 2 hexes  
 Fire Control: +3/+2/+0  
 Intercept Rating: -1  
 Rate of Fire: 1 per 2 turns

**Double Chaingun**   
 Class: Explosive  
 Mode: Standard  
 Damage: 1d6+2  
 Range Penalty: -3 per hex  
 Fire Control: +1/+2/+3  
 Intercept Rating: -1 (ballistic only)  
 Rate of Fire: 2 per turn

**Grappling Claw**   
 Attaches the Clawbeagle to the target vessel so boarding parties can be deposited.

**FORWARD HITS**  
 1-4: Retro Thrust  
 5-6: Dual Chaingun  
 7: Grappling Claw  
 8-9: Med Blast Cannon  
 10: Tractor Beam  
 11-17: Structure  
 18-20: PRIMARY Hit

**AFT HITS**  
 1-5: Main Thrust  
 6-7: Barracks  
 8-9: Cargo  
 10-11: Dual Chaingun  
 12-17: Structure  
 18-20: PRIMARY Hit

**PRIMARY HITS**  
 1-10: Port/Stb Thrust  
 11-13: Sensor  
 14-16: Engine  
 17-19: Reactor  
 20: C & C

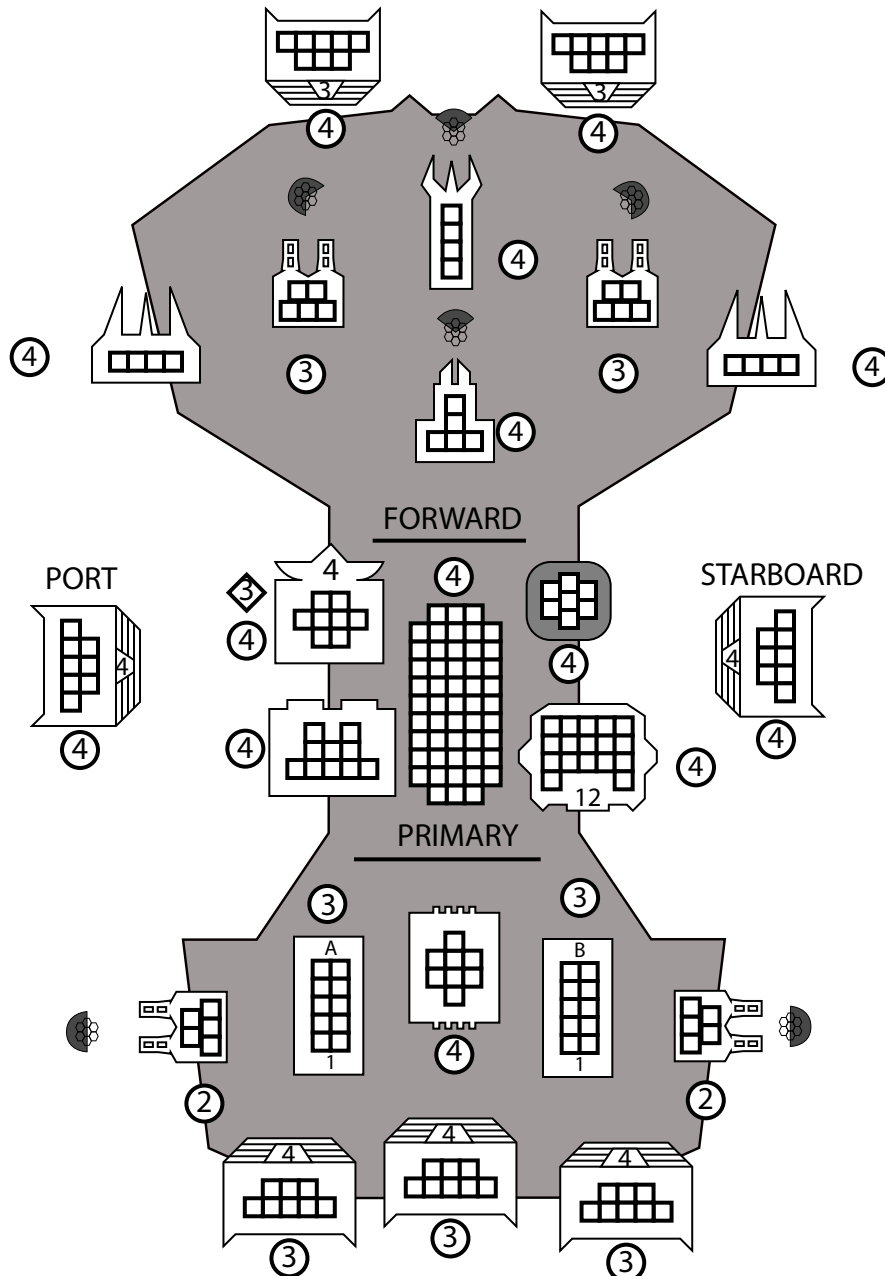
## SENSOR DATA

Defensive EW











Target # 1		
Target # 2		
Target # 3		
Target # 4		
Target # 5		
Target # 6		

## SPECIAL NOTES

Antiquated Sensors  
 Atmosphere Capable  
 8 Marine Contingents



## ICON RECOGNITION

-  Thruster
-  C & C
-  Sensors
-  Engine
-  Reactor
-  Marine Barracks
-  Tractor
-  Med Blast Cannon
-  Grappling Claw
-  Dual Chaingun