

Name: _____ Counter: _____



Richese Missile Corvette

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 2/3 Speed	Fwd/Aft Def: 13/10
In Service: 2257	Turn Delay: 1/3 Speed	Stb/Port Def: 12/10
Point Value: 440	Acc/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 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA
Class: L Missile Rack
Class: Ballistic
Missiles: 20
Range Penalty: None
Fire Control: +3/+3/+3
Rate of Fire: 1 per 2 turns

Vulcan Railgun
Class: Matter
Modes: Standard
Damage: 1d6+5
Range Penalty: -2 per 3 hexes
Fire Control: +2/+2/+2
Intercept Rating: -2 (Ballistic Only)
Rate of Fire: 1 per turn

Holtzman Shield
Subtract shield rating from chance to hit and incoming damage; laser hit causes Holtmann Effect

HANGAR
0 Fighters
4 Shuttles: Thrust: 5
Armor: 0 Defense: 9/10

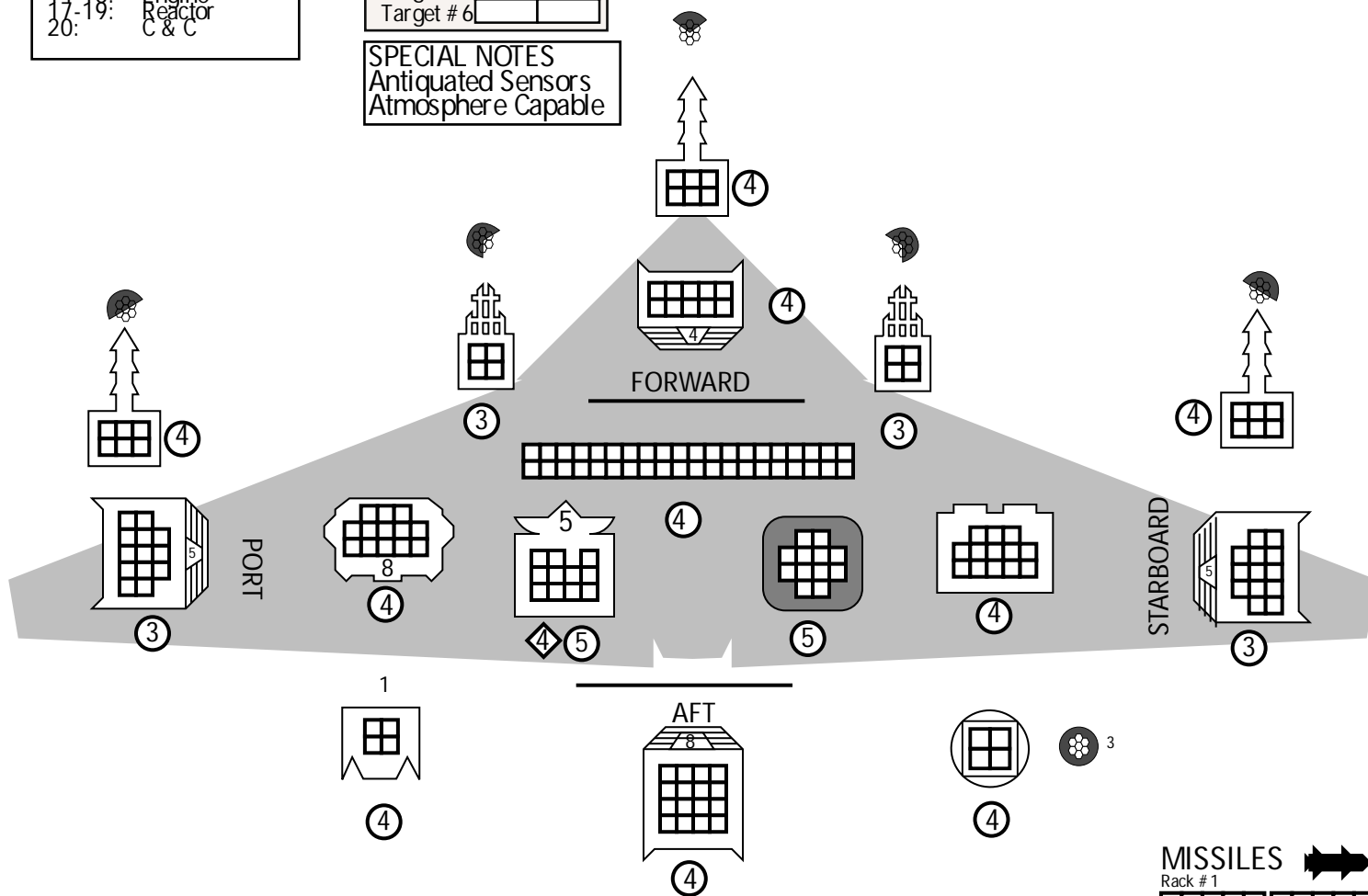
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6










SPECIAL NOTES
Antiquated Sensors
Atmosphere Capable

FORWARD HITS
1-4: Retro Thrust
5-6: Vulcan Railgun
7-10: Class L Missile
11-16: Structure
17-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Hangar
9-10: Holtzman Shield
11-16: Structure
17-20: PRIMARY Hit

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



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Hangar
	Reactor
	Class-L Missile Rack
	Vulcan Railgun
	Holtzman Shield

MISSILES

Rack #1

Rack #2

Rack #3