

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Tolkid Tra'Pa Escort Corvette

## SPECS

Class: Medium Ship  
In Service: 1470  
Point Value: 75  
Ramming Factor: 25  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1/3 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  
Stb/Port Defense: 12  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +12

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	2	2	3	3	4	4	5	5	6	6

Version 2.0: 2E/Fate

## HANGAR

0 Fighters  
1 Shuttle: Thrust: 2  
Armor: 0 Defense: 13/13



## WEAPON DATA

### Autocannon

Class: Projectile  
Modes: Raking (5)  
Damage: 2d6+8  
Range Penalty: -1 per hex  
Fire Control: +2/+0/-1  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### Gatling Cannon

Class: Projectile  
Modes: Raking (2)  
Damage: 2d3+2  
Range Penalty: -3 per hex  
Fire Control: +4/+4/+4  
Intercept Rating: -2  
(vs Ballistic only)  
Rate of Fire: 1 per turn

## FORWARD HITS

1-3: Retro Thrust  
4-6: Autocannon  
7-9: Gatling Cannon  
10-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-6: Port/Stbd Thrust  
7-9: Sensors  
10-13: Engine  
14-15: Hangar  
16-19: Fuel Cell  
20: C&C

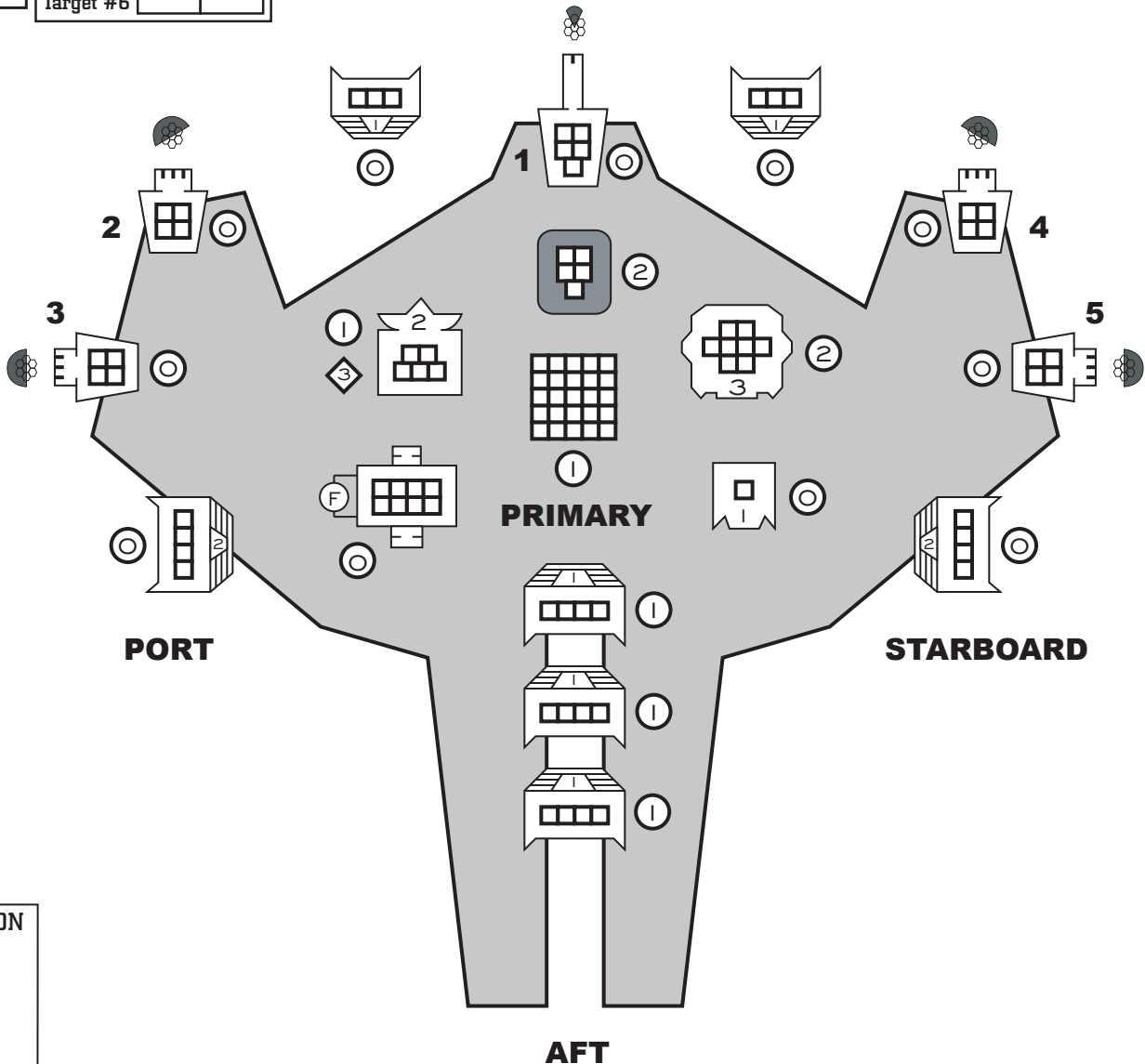
## SPECIAL NOTES

Ammo Storage Level 1  
Fuel Cell Reactors  
Antiquated Sensors

## SENSOR DATA

Defensive EW

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



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Fuel Cell
- Hangar
- Autocannon
- Gatling Cannon