

Motie Patrol Corvette (2)

SPECS

Class: Lt. Combat Vsl

In Service:

Point Value: 275 each

Ramming Factor: 42

Jump Delay: 15 turns

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	2	2	3	4	4	5	6	6	7	8	8

MANEUVERING

Turn Cost: 2/3 Speed

Turn Delay: 2/3 Speed

Accel/Decel Cost: 3 Thrust

Pivot Cost: 1+1 Thrust

Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 11/12

Sth/Port Defense: 14/15

Engine Efficiency: 2/1

Extra Power: +0

Initiative Bonus: +12

WEAPON DATA

Sustained Laser Cannon

Class: Laser

Modes: S(4)

Damage: 3d10+4

Range Penalty: -1 per 3 hexes

Fire Control: +3/+2/-3

Interception Rating: n/a

Rate of Fire: 1 per 3 turns

Micro-Missile

Launcher

Class: Ballistic

Mode: Pulse

Damage: 8 1d5 Times

Maximum Pulses: 6

Grouping Range: +1 per 3

Range: 12 hexes

Fire Control: +3/+3/+4

Intercept Rating: n/a

Rate of Fire: 1 per 3 turns

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

Expanding Field Shunt

Removes the in-arc amount of shield damage from the Langston shield if no damage taken from that arc this round. SEE RULES.

HIT LOCATIONS

- 1-7: Structure
- 8: Micro-Missile
- 9: Sustained Laser
- 10: Std Particle Beam
- 11-12: Expanding Field Shunt
- 13-14: Cargo A
- 15: Alderson Drive
- 16: Shield Generator
- 17-18: Drive
- 19: Reactor
- 20: Control

Special Notes

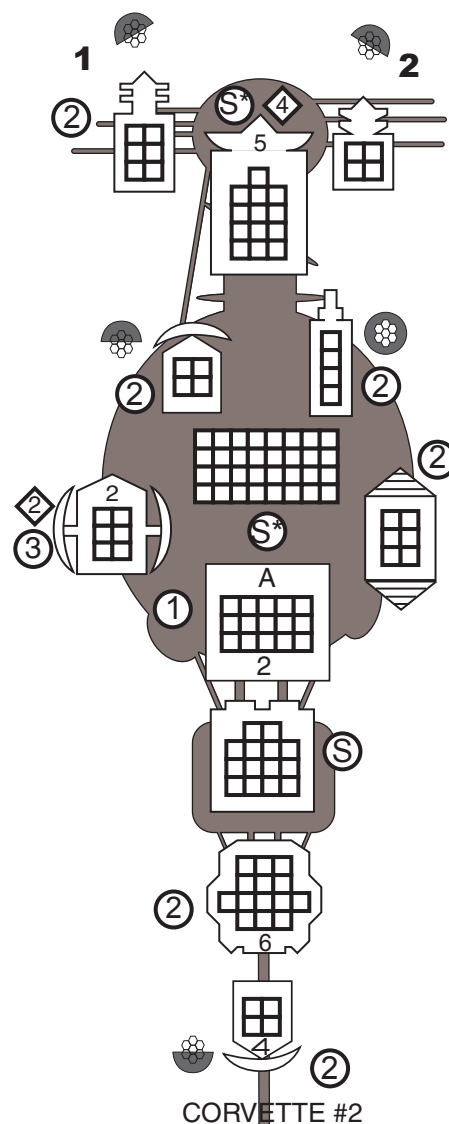
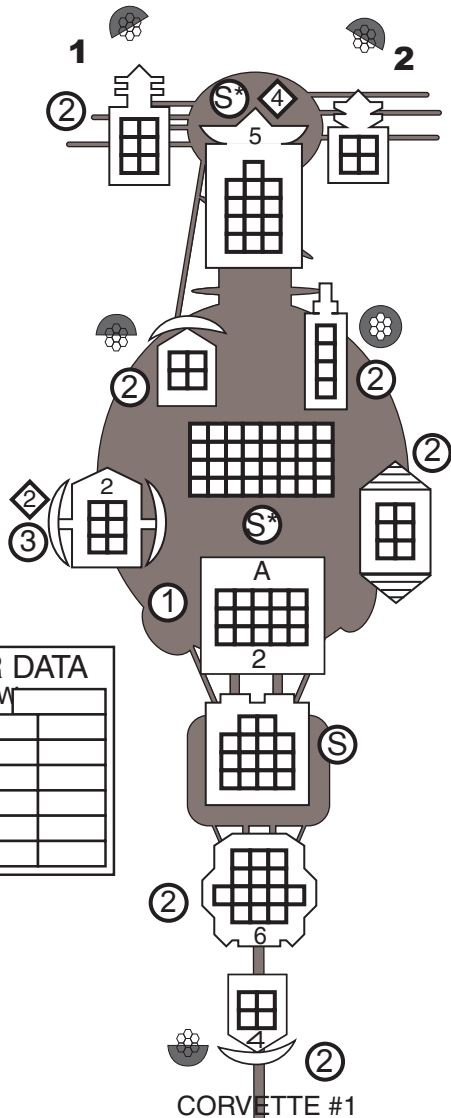
Superconductive Armor:

S* armor, acts as 6 points

of armor vs Laser and

Plasma, 4 points vs Flash,

1 points vs all other attack modes. SEE RULES.



SENSOR DATA

Defensive EV

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

Langston Shield

Absorb Barrier Damage Bleed

Black	30	18		
Red	25	15		
Orange	20	12		
Yellow	14	8		
Green	8	5		
BIV	3	3		

Total /1 Damage per Side

Flash			
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ICON RECOGNITION

	Control		Shield Generator
	Drive		Langston Shunt
	Reactor		Sustained Laser
	Cargo		Std Particle Beam
	Alderson Engine		Micro Missile Launcher

Langston Shield

Absorb Barrier Damage Bleed

Black	30	18		
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BIV	3	3		

Total /1 Damage per Side

Flash			
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