



Widespread Use

Name: _____ Counter: _____



Corellian CR90 Corvette

SPECS

Class: Medium Ship
In Service: ALTAIAGFFA
Point Value: 150
Ramming Factor: 50
HyperDelay: 16 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 13
Engine Efficiency: 5/1
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	2	2	3	4	4	5	6	6	7	8	8

Version 1.0: 2E/Star Wars

HANGAR

2 Shuttles / Transports

WEAPON DATA

Turbolaser Cannon

Class: Turbolaser
Modes: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +3/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per turn

Dual Defense Turret

Class: Turbolaser
Modes: Standard
Damage: 1d10
Range Penalty: -1 per hex
Fire Control: +0/+0/+4
Intercept Rating: -3
Rate of Fire: 2 per turn

Deflector Shield

Regenerates an in-arc shield by the "R" amount shown in the shield icon. Shields may transfer energy to adjacent shields up to "T" amount. May split value between multiple shields.+1 regeneration per 2 power applied. SEE RULES.

FORWARD HITS

1-3: Retro Thrust
4-7: Turbolaser Cannon
8-17: Structure
18-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

1-6: Port/Stbd Thrust
7-9: Dual Defense Turret
10-12: Shield Generator
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Reactor
20: C&C

SPECIAL NOTES

Atmospheric Capable

SENSOR DATA

Defensive EW

Target #1

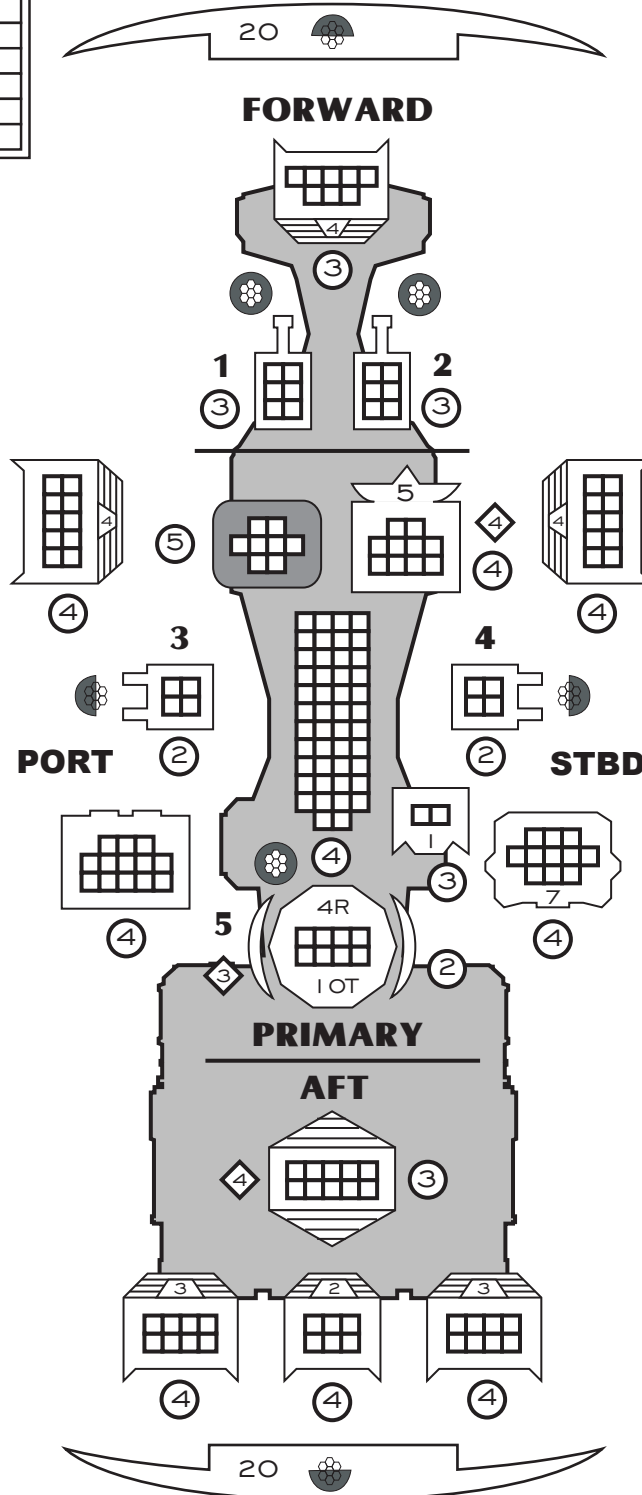
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hyperdrive (x2)
- Hangar
- Shield Generator