

# Zhodani Dranzhrin Consular Corvette

## SPECS

Class: Medium Ship  
In Service: 5654  
Point Value: 325  
Ramming Factor: 40  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 11  
Stb/Port Defense: 13  
Engine Efficiency: 2/1  
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	1	2	2	2	3	3	3	4	4	4

## SIDE HITS

1-6: Port/Stb Thrust  
7-8: Twin Turbolaser  
9-10: Sandcaster  
11: Hangar  
12-13: Jump Drive  
14-20: PRIMARY Hit

## PRIMARY HITS

1-6: Structure  
7-9: Fwd/Aft Thrust  
10-11: X-Ray Laser Missile  
12: Nuclear Dampener  
13-14: Sensors  
15-16: Engine  
17: Hangar  
18-19: Reactor  
20: C & C

## SPECIAL NOTES

Agile Ship  
Special Hull Arrangement  
(No Fwd/Aft Hits)

## SENSOR DATA

Defensive EW

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

## WEAPON DATA

**X-Ray Laser Missile**  
Class: Ballistic  
Mode: Pulse  
Damage: 10 1d3 Times  
Maximum Pulses: 4  
Grouping Range: +1 per 3  
Range: 25 hexes  
Fire Control: +3/+3/+1  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns  
Note: Intercept halved. Each pulse that strikes a previously hit location ignores armor there similar to raking.

## Twin Turbolaser

Class: TurboLaser  
Mode: Standard  
Damage: 2x 1d10+8  
Range Penalty: -1 per hex  
Fire Control: +3/+1/+0  
Interception Rating: -2  
Rate of Fire: 1 per 2 turns

## Sandcaster

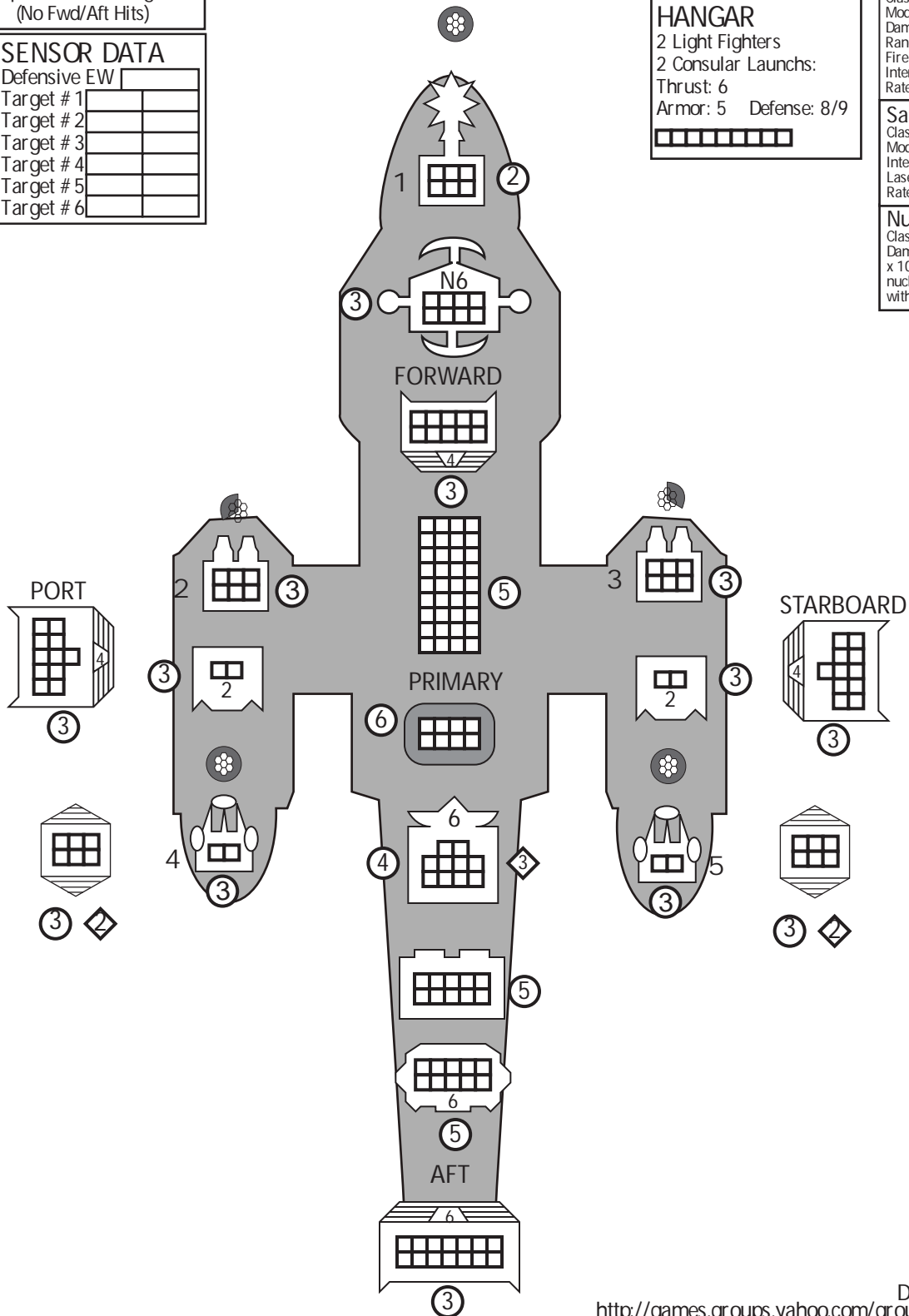
Class: Sandcaster  
Mode: Defensive  
Interception Rating: -4 vs Lasers, -1 vs all others  
Rate of Fire: 1 per turn

## Nuclear Dampener

Class: Dampening Field  
Dampening Field: N(X)  
x 10% chance of nullifying nuclear explosion within 50 hexes

## HANGAR

2 Light Fighters  
2 Consular Launches:  
Thrust: 6  
Armor: 5 Defense: 8/9



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- X-Ray Laser Missile
- Twin Turbolaser
- Sandcaster
- Nuclear Dampener