

Zhodani Shivva Patrol Corvette

SPECS

Class: Medium Ship
In Service: 2392
Point Value: 340
Ramming Factor: 40
Jump Delay: 12

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 14
Engine Efficiency: 1/1
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

HANGAR

0 Fighters (6 external)
2 Shuttles: Thrust: 4
Armor: 1 Defense: 9/14

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

FORWARD HITS

1-5: Retro Thrust
6-7: Twin Turbolaser
8-9: X-Ray Laser Missile
10-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-8: Sandcaster
9-10: Dual Lt Turbolaser
11: Hangar
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-7: Port/Stb Thrust
8: Psionic Pod
9-11: Sensors
12-14: Engine
15-18: Reactor
19-20: C&C

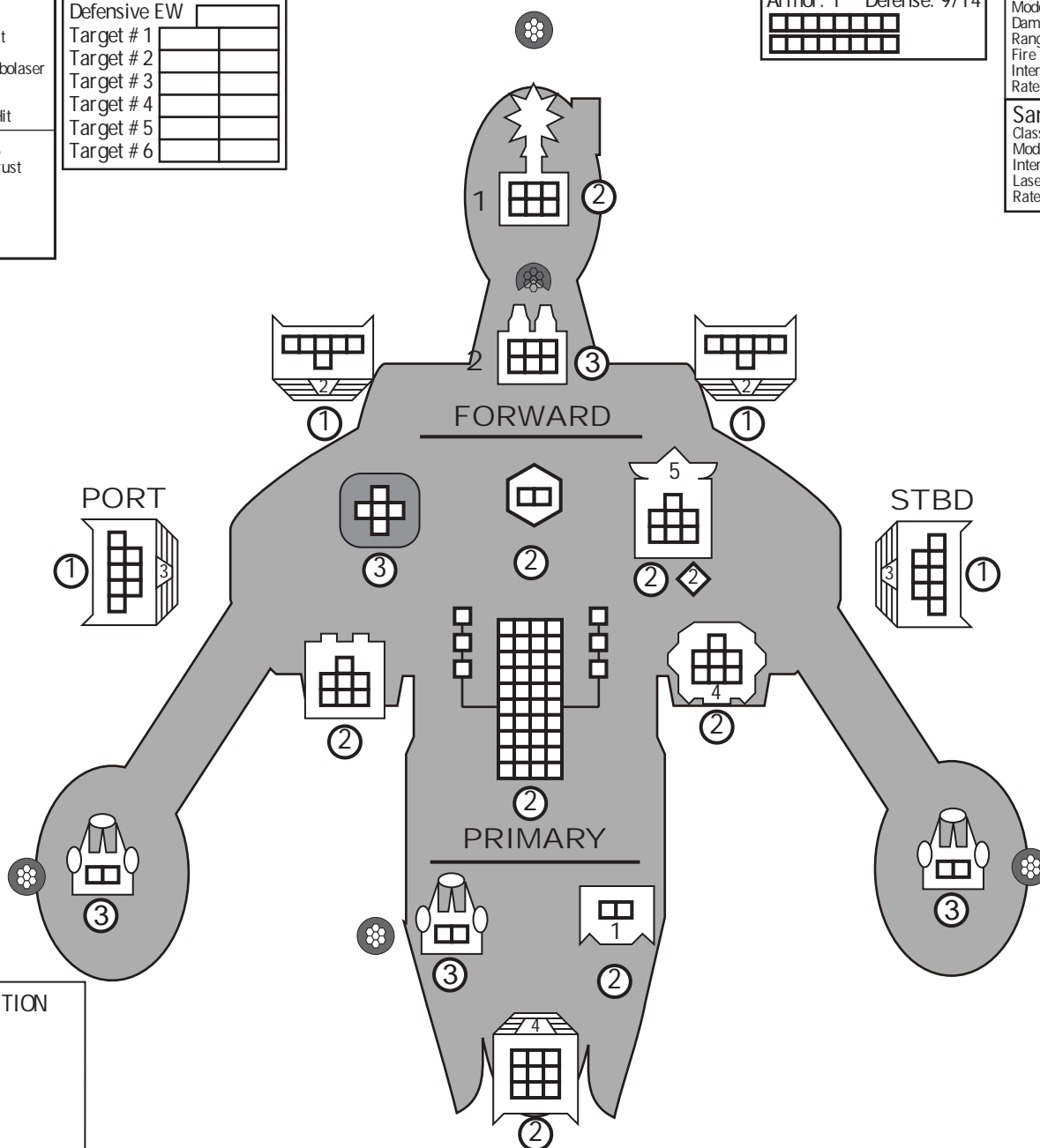
SPECIAL NOTES

Psionic Flight Control Pod
Atmospheric Capable

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Twin Turbolaser
- Ext. Fighter Rail
- Sandcaster
- Psionic Pod
- X-Ray Laser Missile