



# Vree Vasy Lt Corvette

## SPECS

Class: Medium Ship  
In Service: 2175  
Point Value: 290  
Ramming Factor: 70  
Jump Delay: N/A

## MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 0+0 Thrust
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 12  
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	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

WEAPON DATA

**Heavy Plasma Cannon**  
 Class: Plasma  
 Modes: Standard  
 Dmg: 4d10+8 (-1 per 2 hexes)  
 Range Penalty: -2 per 3 hexes  
 Fire Control: +3/+1/-5  
 Interception Rating: n/a  
 Rate of Fire: 1 per 3 turns

### Antiproton Defender

Class: Antimatter  
Modes: Standard  
Damage: 1X+8  
Maximum X: 10  
Range Penalty: Special  
Range 0-3: No penalty  
Range 4-6: -1 per hex  
Range 7+: -2 per hex  
Fire Control: +2/+2/+4  
Intercept Rating: -3  
Rate of Fire: 1 per turn

## GENERAL HITS

1-6: Thruster  
7-9: Weapon  
10-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-5: Sensors  
6-10: Engine  
11-13: Hangar  
14-18: Reactor  
19-20: C & C

## SPECIAL NOTES

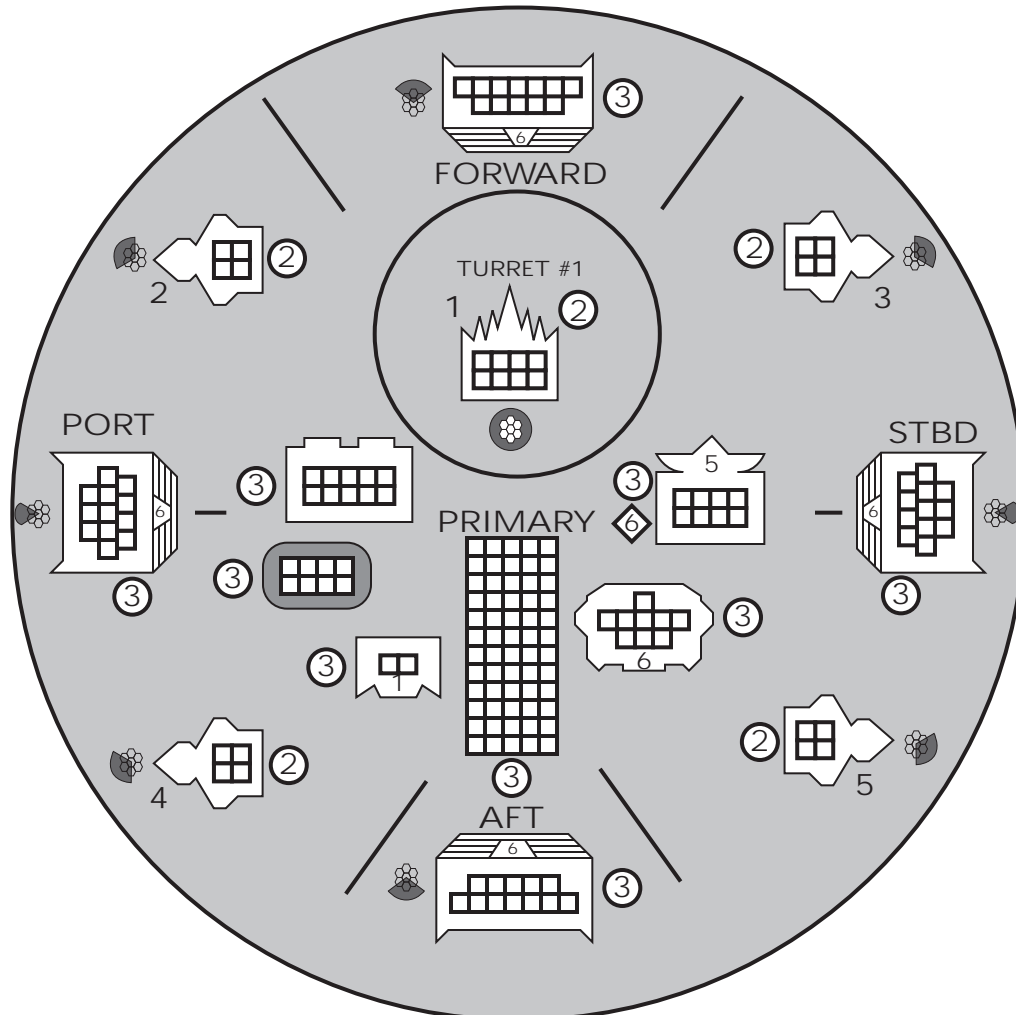
## Gravitic Drive System

## SENSOR DATA

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

## HANGAR

0 Fighters  
2 Shuttles: Thrust: 4  
Armor: 1 Defense: 7/7



## ICON RECOGNITION

