

Raider Aspar Corvette

SPECS

Class: Hvy Combat Vsl
In Service: 2227
Point Value: 360
Ramming Factor: 140
Jump Delay: N/A

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 18
Stb/Port Defense: 18
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Medium Laser Cannon
Class: Laser
Mode: Raking
Damage: 3d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Light Laser Cannon

Class: Laser
Modes: Raking
Damage: 2d10+7
Range Penalty: -1 per hex
Fire Control: +2/+1/-2
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Plasma Torch

Class: Plasma
Modes: Standard
Damage: 2d10+10 -1 per hex
Range Penalty: -2 per hex
Fire Control: +2/+0/-1
Intercept Rating: n/a
Rate of Fire: 1 per turn

Lt Particle Beam

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

FORWARD HITS

1-3: Retro Thrust
4-5: Plasma Torch
6: Lt Particle Beam 7/10
7: Light Laser
8-10: Medium Laser
11-17: Forward Struct
18-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-6: Lt Particle Beam 9/12
7-8: Light Laser
9-10: Hangar
11-17: Aft Struct
18-20: PRIMARY Hit

PRIMARY HITS

1-5: Primary Struct
6-7: Port/Stb Thrust
8: Lt Particle Beam 8/11
9-10: Cargo A
11-12: Cargo B
13-14: Sensors
15-16: Engine
17-18: Reactor
19-20: C & C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

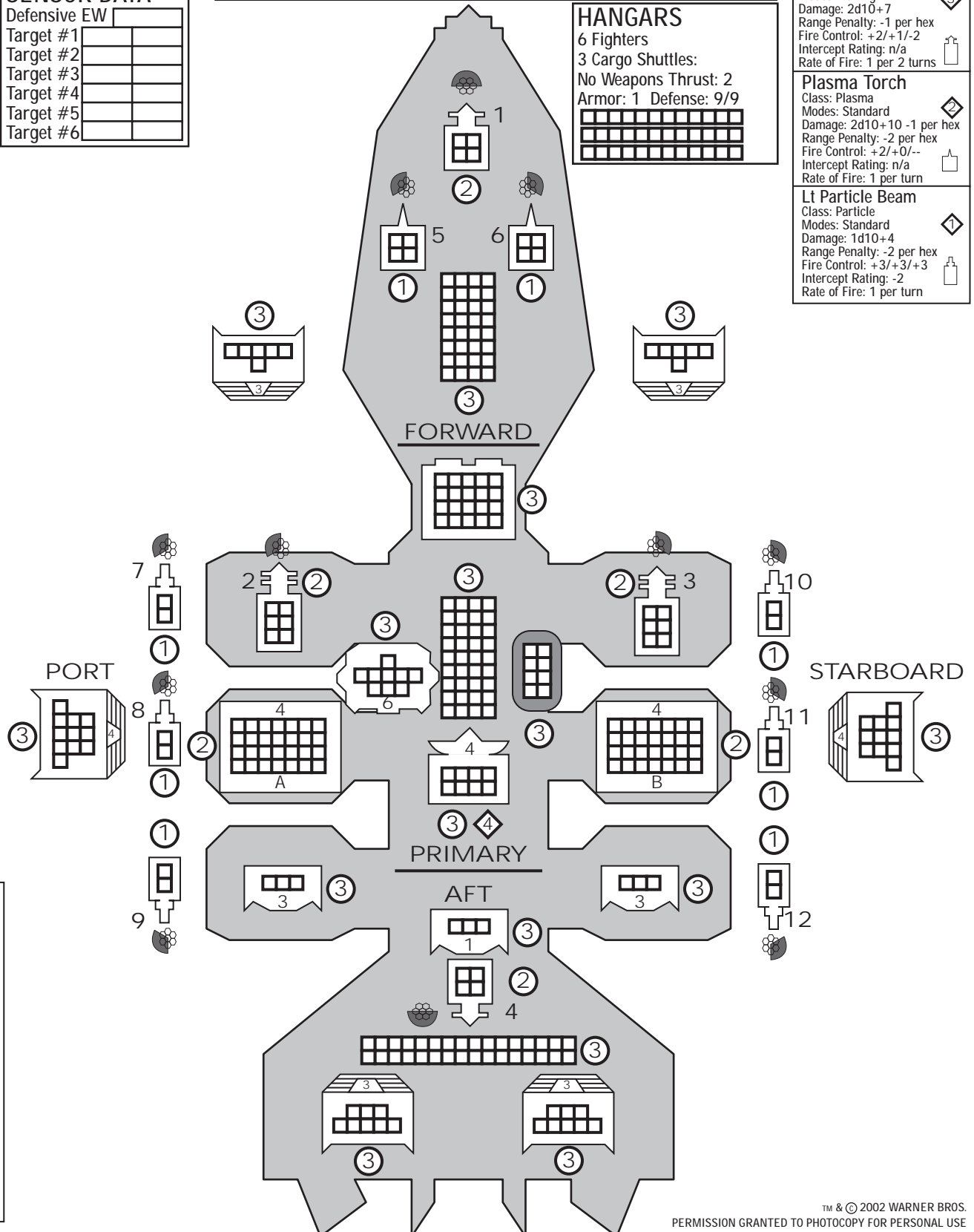
HANGARS

6 Fighters

3 Cargo Shuttles:

No Weapons Thrust: 2

Armor: 1 Defense: 9/9



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Cargo
- Lt Laser
- Medium Laser
- Light Particle Beam
- Plasma Torch