

EA Olympus Corvette

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15 (12)
In Service: 2264	Turn Delay: 1 x Speed	Stb/Port Defense: 15 (12)
Point Value: 635	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 150	Pivot Cost: 2+2 Thrust	Extra Power: 0
Jump Delay: N/A	Roll Cost: 2+2 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA	
Class-L Missile Rack	Class: Ballistic
Missiles: 20	Range Penalty: None (+10)
Fire Control: +3/+3/+3	Rate of Fire: 1 per 2 turns
Standard Particle Beam	Class: Particle
Modes: Standard	Damage: 1d10+6
Range Penalty: -1 per hex	Fire Control: +4/+4/+4
Intercept Rating: -2	Rate of Fire: 1 per turn
Interceptor Mk-I	Intercept Rating: -3
Rate of Fire: 1 per turn	OFFENSIVE MODE:
Class: Particle	Mode: Standard
Damage: 1d10+5	Fire Control: --/+6
Range Penalty: -2 per hex	
Heavy Laser Cannon	Class: Laser
Modes: R, S	Damage: 4d10+20
Range Penalty: -1 per 3 hexes	Fire Control: +3/+2/-4
Intercept Rating: n/a	Rate of Fire: 1 per 4 turns

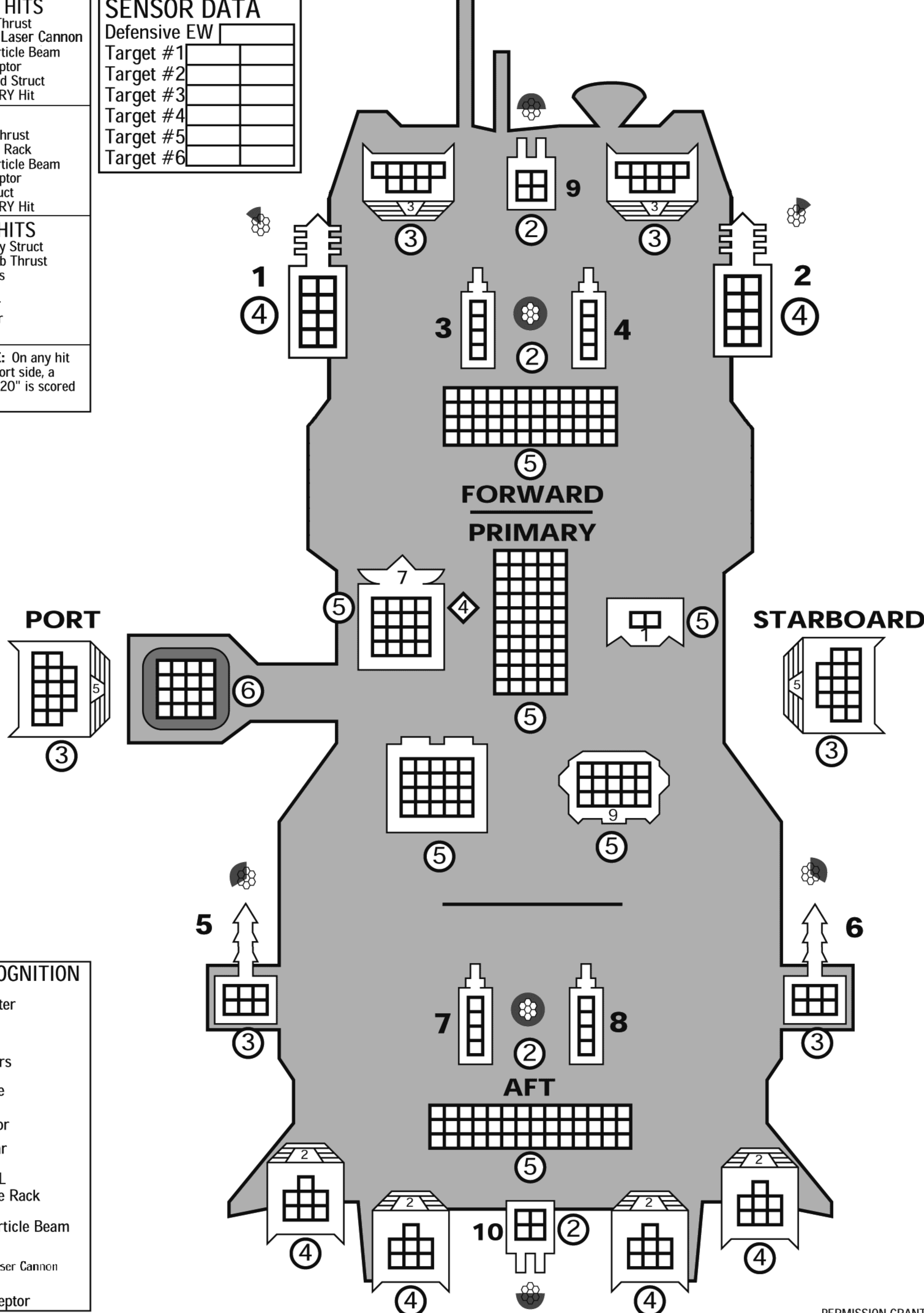
FORWARD HITS
1-3: Retro Thrust
4-5: Heavy Laser Cannon
6-7: Std Particle Beam
8-9: Interceptor
10-18: Forward Struct
19-20: PRIMARY Hit

AFT HITS
1-6: Main Thrust
7-8: Missile Rack
9-10: Std Particle Beam
11-12: Interceptor
13-18: Aft Struct
19-20: PRIMARY Hit

PRIMARY HITS
1-8: Primary Struct
9-11: Port/Stb Thrust
12-13: Sensors
14-15: Engine
16: Hangar
17-19: Reactor
20: C & C

SPECIAL RULE: On any hit scored on the port side, a natural roll of "20" is scored on the C&C.

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



HANGAR
0 Fighters
2 Shuttles: Thrust: 3
Armor: 1 Defense: 8/10

MISSILES	
Rack #7	
Rack #8	

ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Class-L Missile Rack
	Std Particle Beam
	Heavy Laser Cannon
	Interceptor