



Neo Terran Europa Class Corvette

SPECS

Class: Capital Ship
In Service: 2365
Point Value: 1280
Ramming Factor: 525
Jump Delay: 16 Turns

MANEUVERING

Turn Cost: 4/3 Speed
Turn Delay: 1x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 6+6 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
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	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

WEAPON DATA

Photon Cutter
Class: Laser
Mode: Raking
Damage: 3d10+6
Range Penalty: -1 per 3 hexes
Fire Control: +4/+3/-
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Ignores Shields

Light Photon Cutter
Class: Laser
Mode: Raking
Damage: 2d8+4
Range Penalty: -1 per 3 hexes
Fire Control: +3/+3/-
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Ignores Shields

Minerva Cannon
Class: Laser
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Anti-Fighter Mode
Mode: Standard
Damage: 1d10
Rate of Fire: 3 per turn

Anti-Ship Mode
Mode: Raking (6)
Damage: 3d10
Rate of Fire: 1 per turn
Special: Ignores Shields

Flak Turret
Class: Particle
Mode: Pulse (Raking vs Ships)
Damage: 1d6
Maximum Pulses: 5
Pulse Grouping: +1 per 1
Range Penalty: -1 per hex
Fire Control: +0/+0/+3
Intercept Rating: -3 vs Ballistic
Rate of Fire: 1 per turn
Special: Does not breach fighter shields

Heavy Particle Turret
Class: Particle
Mode: Standard
Damage: 9
Range Penalty: -1 per hex
Fire Control: +3/+3/+4
Intercept Rating: -2
Rate of Fire: 2 per turn
Alternate Mode: 12 damage, +3/+2/+0, RoF 1 per turn

Piranha Launcher
Class: Proximity (Ballistic)
Modes: Standard
Damage: 10 (+6d6)
*Min targets: one at range 0
two at range 1-2
six at range 3-5*

Range Penalty: n/a
Max Range: 4 hexes
Fire Control: -/-/+3
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special: Scores 10 damage to all units in impact hex plus an additional 6d6 damage which must be split up (before roll to hit and damage) according to the range if possible. May also be fired after ship's movement, it then detonates in fighter vs fighter combat phase.



FORWARD HITS

- 1-3: Retro Thrust
- 4-5: Main Thrust
- 6: CCEW Pod
- 7-8: Photon Cutter
- 9: Minerva Cannon
- 10: Particle Turret
- 11-12: Hvy Particle Turret
- 13-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-4: Port/Stb Thrust
- 5: CCEW Pod
- 6-7: Piranha Launcher
- 8: Flak Turret
- 9-10: Particle Turret
- 11-18: Port/Stb Structure
- 19-20: PRIMARY Hit

AFT HITS

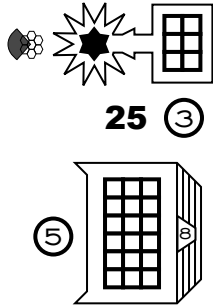
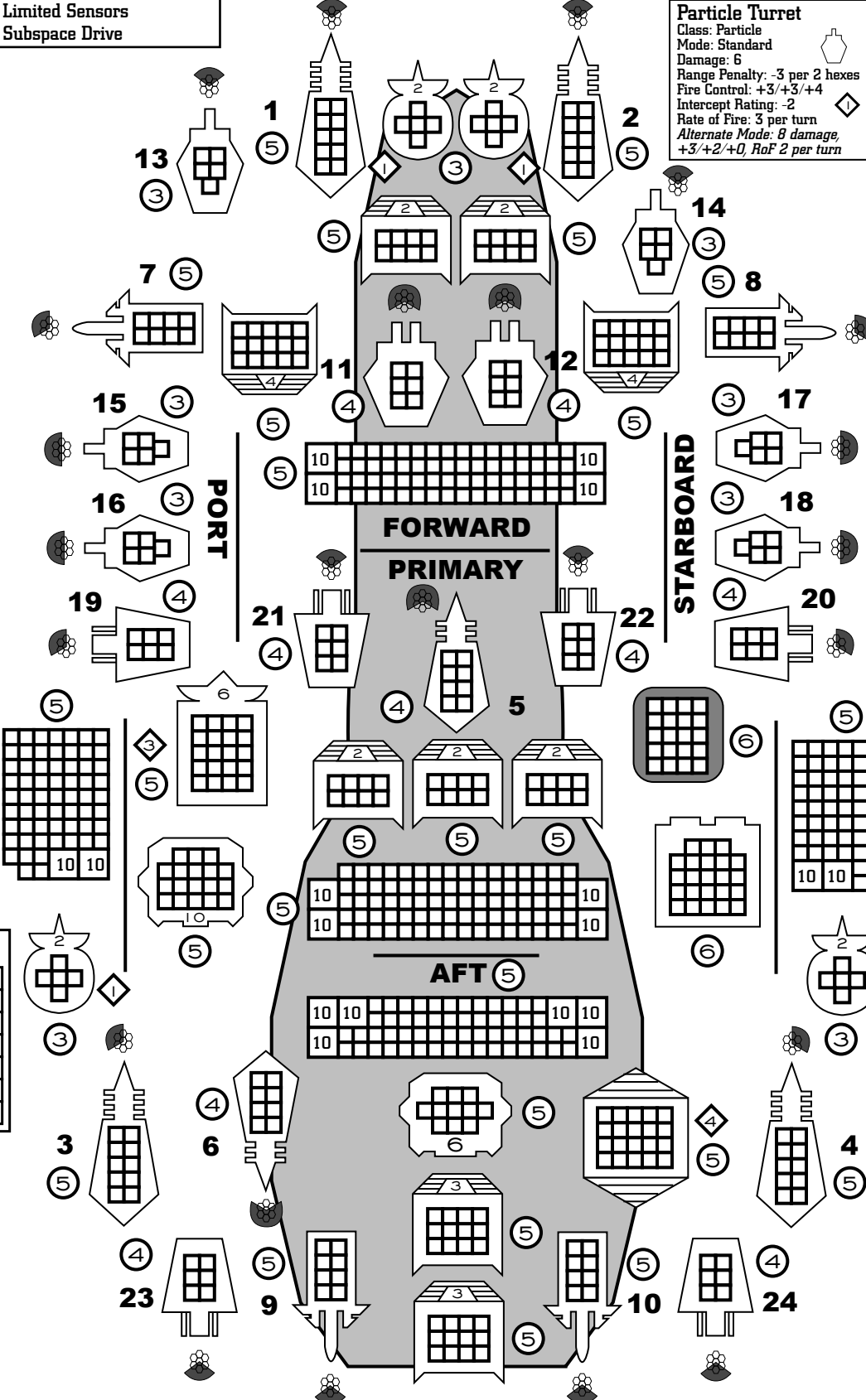
- 1-3: Main Thrust
- 4-5: Aft Engine
- 6: Jump Drive
- 7-8: Photon Cutter
- 9: Minerva Cannon
- 10-11: Flak Turret
- 12: Light Photon Cutter
- 13-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-9: Primary Structure
- 10-11: Main Thrust
- 12-13: Flak Turret
- 14: Light Photon Cutter
- 15-16: Sensors
- 17: Primary Engine
- 18-19: Reactor
- 20: C&C

SPECIAL NOTES

Limited Sensors
Subspace Drive



SENSOR DATA

Defensive EW

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

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Jump Engine
- CCEW Pod