



2ND EDITION

# Vasudan Sobek Class Corvette

## SPECS

Class: Capital Ship  
In Service: 2355  
Point Value: 1230  
Ramming Factor: 490  
Jump Delay: 16 Turns

## MANEUVERING

Turn Cost: 5/4 Speed  
Turn Delay: 1x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 5+5 Thrust  
Roll Cost: 4+4 Thrust

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 16  
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	5	7	8	9	10	12	13	14	15
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

## WEAPON DATA

**Heavy Photon Cutter**  
Class: Laser  
Mode: Raking  
Damage: 6d10+10  
Range Penalty: -1 per 3 hexes  
Fire Control: +5/+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*

## 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*

## Particle Turret

Class: Particle  
Mode: Standard  
Damage: 6  
Range Penalty: -3 per 2 hexes  
Fire Control: +3/+3/+4  
Intercept Rating: -2  
Rate of Fire: 3 per turn  
*Alternate Mode: 8 damage, +3/+2/+0, RoF 2 per turn*

## FORWARD HITS

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

## SIDE HITS

1-4: Port/Stb Thrust  
5: CCEW Pod  
6-9: Particle Turret  
10-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Jump Drive  
9-10: Minerva Cannon  
11-12: Flak Turret  
13-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-10: Primary Structure  
11-12: Main Thrust  
13: Hvy Particle Turret  
14-15: Sensors  
16-17: Engine  
18-19: Reactor  
20: C&C

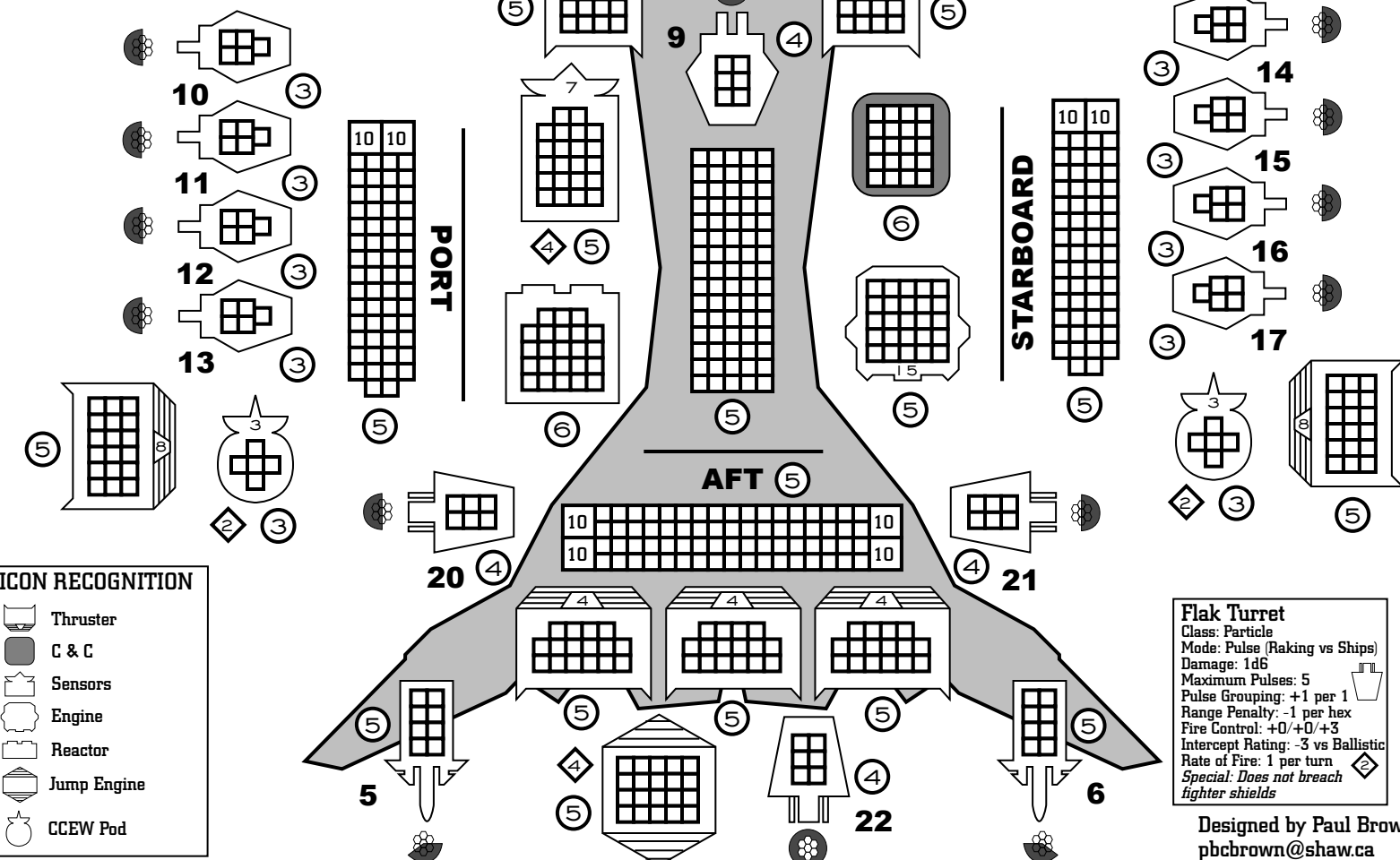
## SPECIAL NOTES

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

## 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*