

CHOAM Customs Corvette

SPECS

Class: Medium Ship
In Service: 9680
Point Value: 335
Ramming Factor: 50
Jump Delay: N/A

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1/2 Speed
Accel/Dec Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
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	2	2	3	3	4	4	5	5	6	6



WEAPON DATA

Med Blast Cannon
Class: Matter
Modes: Pulse
Damage: 5 1d5 times
Maximum Pulses: 5
Grouping Range: +1 per 5
Range Pen: -1 per 2 hexes
Fire Control: +3/+2/+0
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Triple Chaingun
Class: Explosive
Mode: Standard
Damage: 1d6+2
Range Penalty: -3 per hex
Fire Control: +1/+2/+3
Intercept Rating: -1 (ballistic only)
Rate of Fire: 3 per turn

Double Chaingun
Class: Explosive
Mode: Standard
Damage: 1d6+2
Range Penalty: -3 per hex
Fire Control: +1/+2/+3
Intercept Rating: -1 (ballistic only)
Rate of Fire: 2 per turn

FORWARD HITS

1-4: Retro Thrust
5-7: Triple Chaingun
8-9: Mdm Blast Cannon
10: Tractor Beam
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-5: Main Thrust
6-7: Hangar
8-9: Cargo
10-11: Dual Chaingun
12-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-10: Port/Stb Thrust
11-13: Sensor
14-16: Engine
17-19: Reactor
20: C & C

SENSOR DATA

Defensive EW

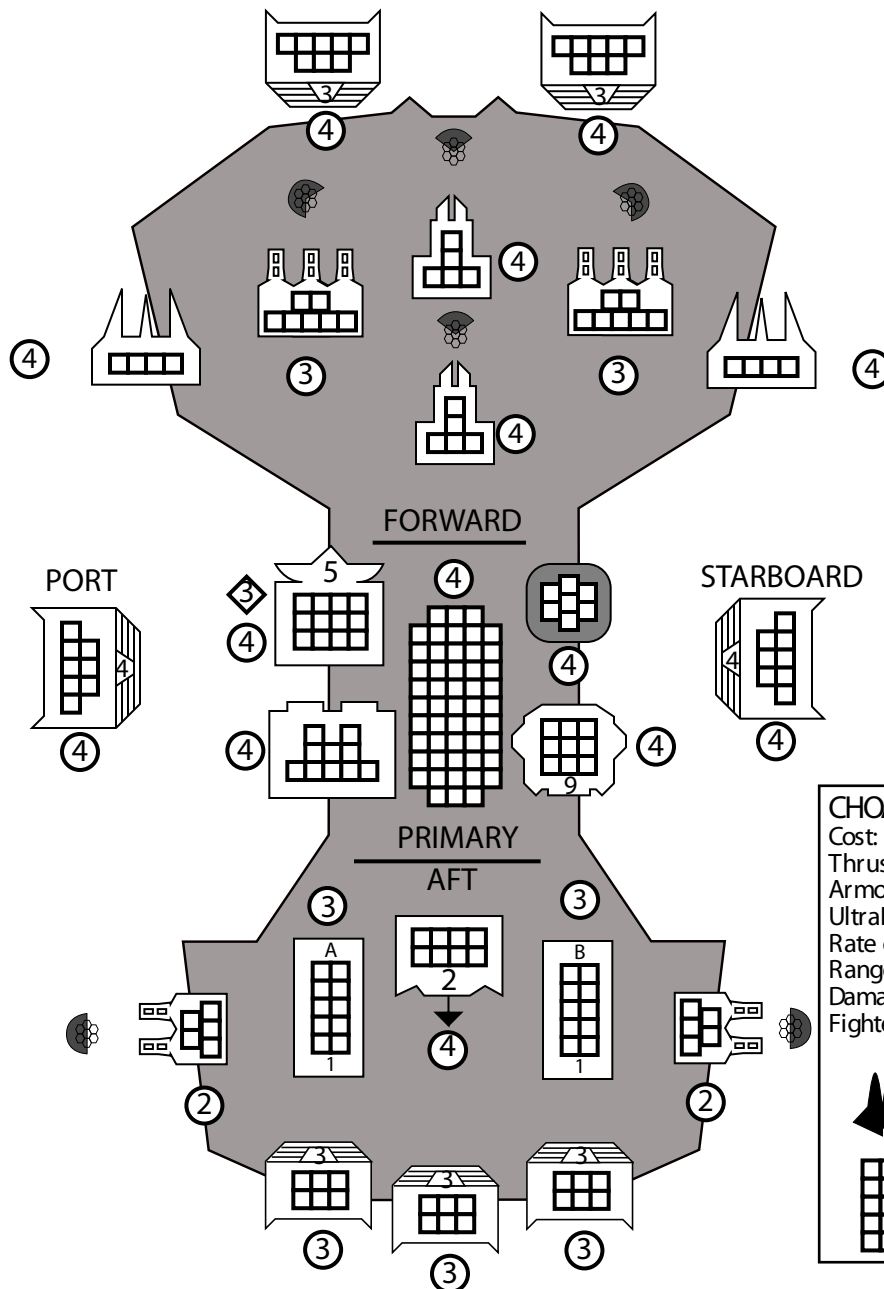
Target # 1		
Target # 2		
Target # 3		
Target # 4		
Target # 5		
Target # 6		

SPECIAL NOTES

Antiquated Sensors
Atmosphere Capable

HANGAR

4 Breaching Pods
4 Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Tractor
- Med Blast Cannon
- Triple Chaingun
- Dual Chaingun

CHOAM BREACHING POD

Cost: 32 Defense: 7/8
Thrust: 7 Offense: +2
Armor: 2 Initiative: +12
UltraLight Chaingun
Rate of Fire: 1 per turn
Range Penalty: -3 per hex
Damage: 1d6 (explosive)
Fighter Firing Arc:

