

# I-xian Shin Medium Corvette

SPECS	MANEUVERING	COMBAT STATS
Class: <i>Hyv. Cmbr. Vess</i>	Turn Cost: $1/2 \times \text{Speed}$	Fwd/Aft Defense: 12
In Service: 2256	Turn Delay: $1/2 \times \text{Speed}$	Stb/Port Defense: 14
Point Value: 2350	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 210	Pivot Cost: 2+2	Extra Power: -4
Jump Delay: N/A	Roll Cost: 2+2	Initiative Bonus: +3
Speed		
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

## WEAPON DATA

**Light Molecular Slicer Beam**  
 Class: Molecular  
 Mode: Raking  
 Dmg, 1 Turn: 4d10+4  
 Dmg, 2 Turns: 6d10+6  
 Dmg, 3 Turns: 8d10+8  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +6/+4/+2  
 Intercept Rating: n/a  
 Rate of Fire: 1 per turn  
*Special: ignores armor. Can be divided into multiple attacks on different targets. Non-interceptable.*

**Lt Multiphased Cutter**  
 Class: Molecular  
 Mode: Standard  
 Damage: 2d10+2  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+3/+6  
 Intercept Rating: -2  
 Rate of Fire: 1 per turn

**Heavy Pulsar**  
 Class: Molecular  
 Mode: Pulse  
 Damage: 11 d 5 times  
 Range Penalty: -1 per 3 hex  
 Fire Control: +4/+4/+2  
 Intercept Rating: N/A  
 ROF: 1 per turn

## FORWARD HITS

- 1-3: Retro Thrust
- 4-5: Molecular Slicer
- 6-10: Heavy Pulsar
- 11-18: Forward Struct
- 19-20: PRIMARY Hs

## AFT HITS

- 1-6: Main Thrust
- 7-9: Heavy Pulsar
- 10-12: Fusion Cannon
- 13-18: Aft Struct
- 19-20: PRIMARY Hs

## PRIMARY HITS

- 1-7: Primary Struct
- 8-9: Port/Stb Thrust
- 10-12: Lt. Multi.cutter
- 13-14: Sensors
- 15-16: Engine
- 17: Hangar
- 18-19: Reactor
- 20: C & C

## SENSOR DATA

Defensive EW

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

