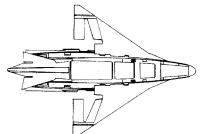
12

3



# UFP Scorpio Mk.I Class II Corvette

#### **SPECS**

Speed

Turn Cost Turn Delay

Class: Super-Heavy Ftrs In Service: SD2/2206 Point Value: 135 each Ramming Factor: 42 Jinking Limit: 4 Lvls

## **MANEUVERING**

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

## **COMBAT STATS**

Fwd/Aft Defense: 9 Stb/Port Defense: 10 Free Thrust: 10 Offensive Bonus: +7 Initiative Bonus: +15

10

4

Flight Level Combat

Do not use flight level

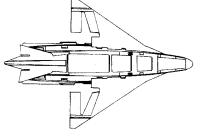


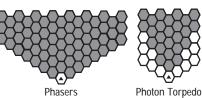
### WEAPON DATA

New Jan On Jan Albana Paired FH-1 Phasers
Number of Guns: 2 (Linked)
Class: Particle
Damage: 1d6+5
Range Penalty: -2 per hex
Fire Control: n/a
Rate of Fire: Once per turn

FP-3 Photon Torpedo Number of Tubes: 1 Class: Antimatter Damage: 1d10+12 Range Penalty: -1 per hex Fire Control: 0/0/-4 Rate of Fire: 1 per 3 turns

Cost: 8 Combat Points Class: Ballistic







SPECIAL NOTES Can carry 12 missiles, and launch 2 per turn at the same or different targets. Includes navigator. Atmosphere Capable Locked-onto as individual units.

combat for this unit. Quantum Missiles Damage: 10
Max Range: 10 hexes
Fire Control: n/a
Intercept Rating: n/a Photon Torpedo & Missiles Fighter #4 # **Dropped Out Dropped Out** Ftr Destroyed Ftr Destroyed Initiative Initiative Speed Speed Speed Thrust Used Jinking Thrust Used Jinking Thrust Used Jinking Fighter **Dropped Out Dropped Out** Ftr Destroyed Ftr Destroyed Initiative Initiative Speed Speed Speed Thrust Used Thrust Used Thrust Used Jinking **Jinking** Jinking Fighter #12 **Dropped Out Dropped Out** Ftr Destroyed Ftr Destroyed Initiative Initiative Speed Speed Speed