



Cardassian Hideki Corvettes (4)

SPECS

Class: Lt. Combat Vsl
In Service:
Point Value: 200 each
Ramming Factor: 30
Warp Delay: 7 Turns

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/4 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 2 Thrust
Roll Cost: 2 Thrust

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 9
Engine Efficiency: 1/1
Extra Power: 0
Initiative Bonus: +13

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	1	2	2	2	3	3	3	3	3

WEAPON DATA

Lt. Compressor Beam
Class: Gravitic
Mode: Raking
Damage: 2d10+16
Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Light Phaser Bank

Class: Molecular
Mode: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Deflector Shield
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied.

HIT LOCATIONS

1-10: Structure
11-12: Lt Compressor
13-14: Light Phaser
15: Warp Engine
16: Deflector Shield
17-18: Drive
19: Reactor
20: Control

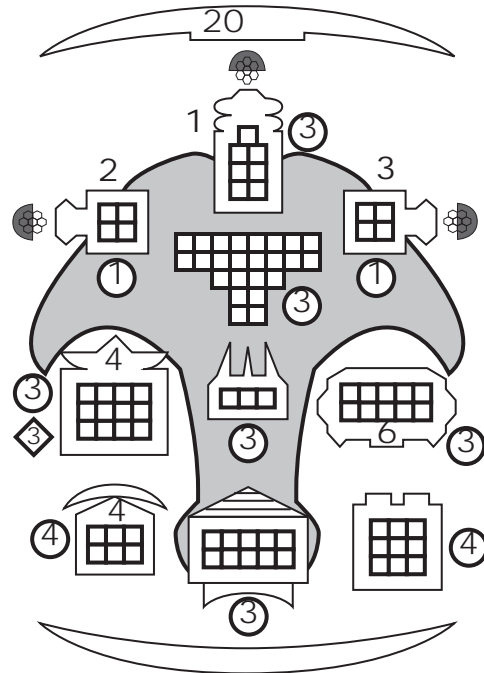
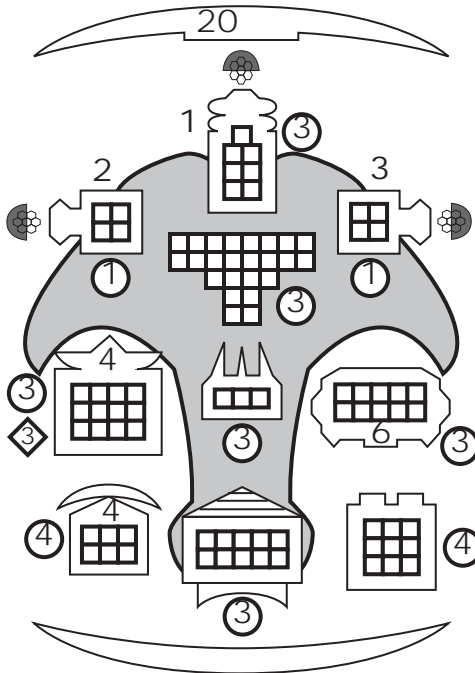
SPECIAL NOTES

Agile Ship
Atmospheric Capable
Gravitic Drive System
Impulse Drive

SENSOR DATA

Defensive EW

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



SENSOR DATA

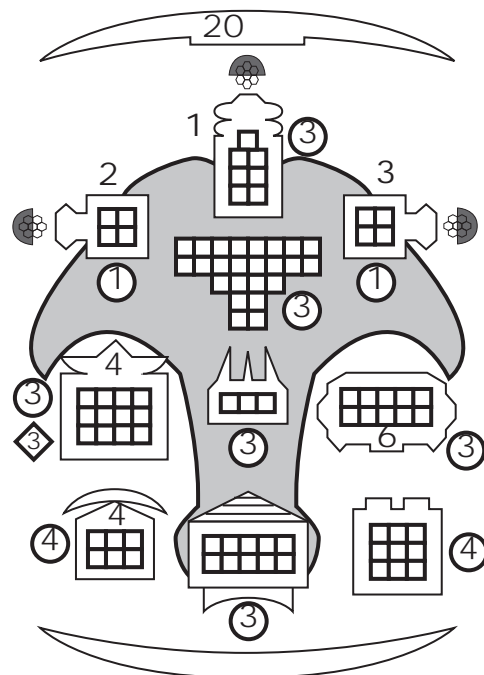
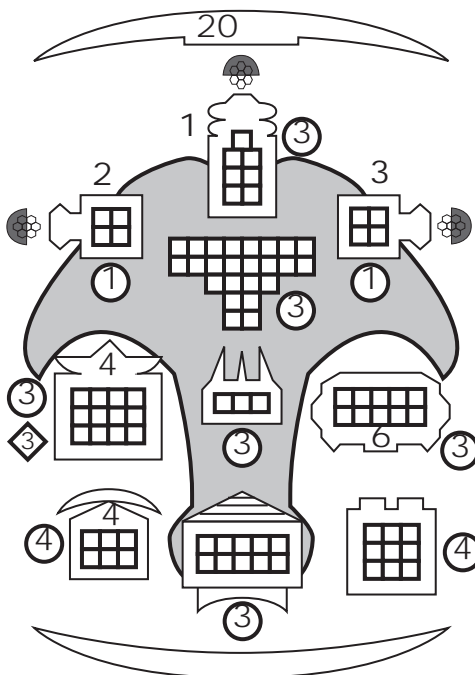
Defensive EW

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

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SENSOR DATA

Defensive EW

Target #1
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ICON RECOGNITION

Control
Drive
Reactor
Deflector Shield
Warp Engine
Lt Compressor Beam
Light Phaser