



Cardassian Hideki Corvettes (4)



SPECS		MANEUVERING		COMBAT STATS	
Class: Lt. Combat Vsl	In Service:	Turn Cost: 1/3 Speed	Turn Delay: 1/4 Speed	Fwd/Aft Defense: 11	Stb/Port Defense: 9
Point Value: 200 each	Ramming Factor: 30	Accel/Decel Cost: 1 Thrust	Pivot Cost: 2 Thrust	Engine Efficiency: 1/1	Extra Power: 0
Warp Delay: 7 Turns		Roll Cost: 2 Thrust		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 2 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	

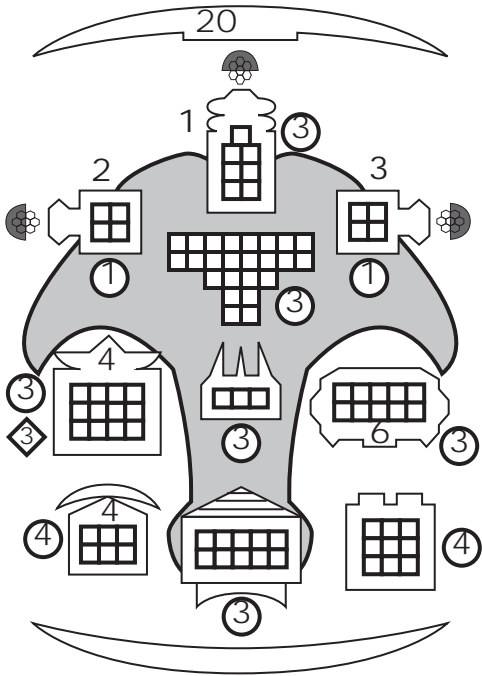
Light Phaser Bank	
Class: Molecular	Mode: Standard
Damage: 1d10+4	Range Penalty: -1 per hex
Fire Control: +3/+3/+3	Intercept Rating: -2
Rate of Fire: 1 per turn	

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.	

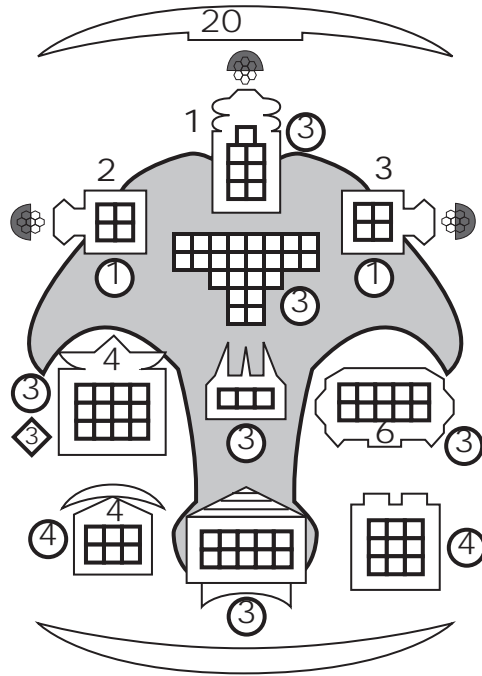
HIT LOCATIONS	
1-10:	Structure
11-12:	Lt Compressor
13-14:	Light Phaser
15:	Warp Engine
16:	Deflector Shield
17-18:	Drive
19:	Reactor
20:	Control

SPECIAL NOTES	
Agile Ship	
Atmospheric Capable	
Gravitic Drive System	
Impulse Drive	

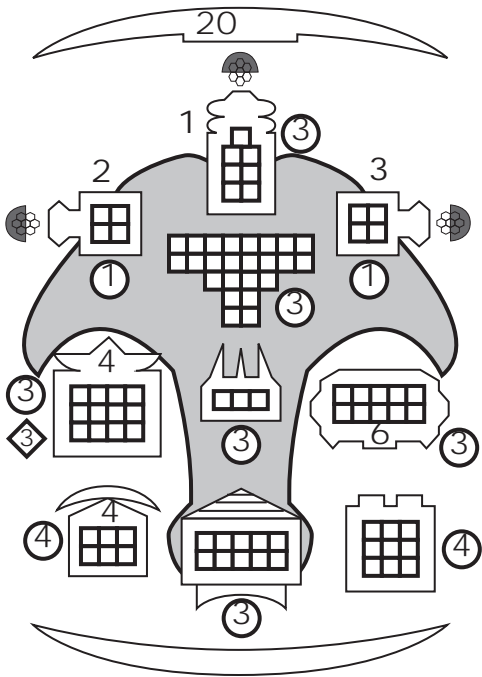
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



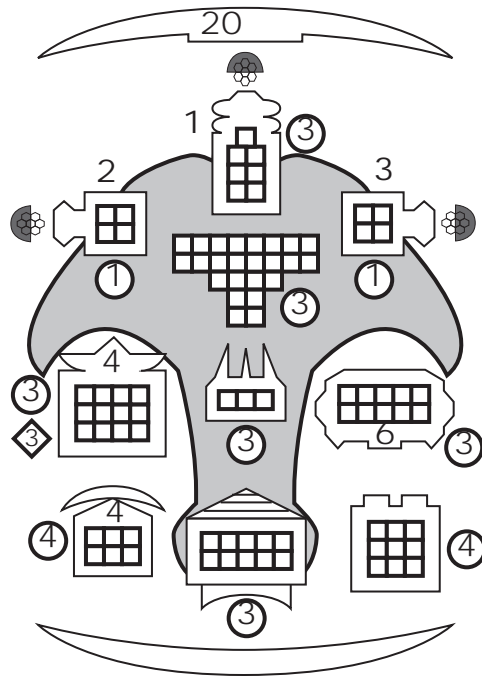
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Defensive EW	
Target #1	
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Defensive EW	
Target #1	
Target #2	
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Target #4	
Target #5	
Target #6	



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