



Romulan Sehin Morlatta Corvettes (4)



P-8 (Stinger of Death)

HIT LOCATIONS

- 1-8: Structure
- 9-10: Warp Engine
- 11: Lt Plasma Mortar
- 12-13: Light Disruptor
- 14: Tractor Beam
- 15-16: Drive
- 17: Reactor
- 18-19: Control
- 20: Deflector Shield

SPECIAL NOTES

- Agile Ship
- Atmospheric Capable
- Gravitic Drive System
- Impulse Drive

SPECS

- Class: Lt. Combat Vsl
- In Service: 2278
- Point Value: 110 each
- Ramming Factor: 20
- Warp Delay: 9 Turns

MANEUVERING

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

COMBAT STATS

- Fwd/Aft Defense: 10
- Stb/Port Defense: 10
- Engine Efficiency: 1/1
- Power Shortage: -2
- Initiative Bonus: +14

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

WEAPON DATA

Light Plasma Mortar

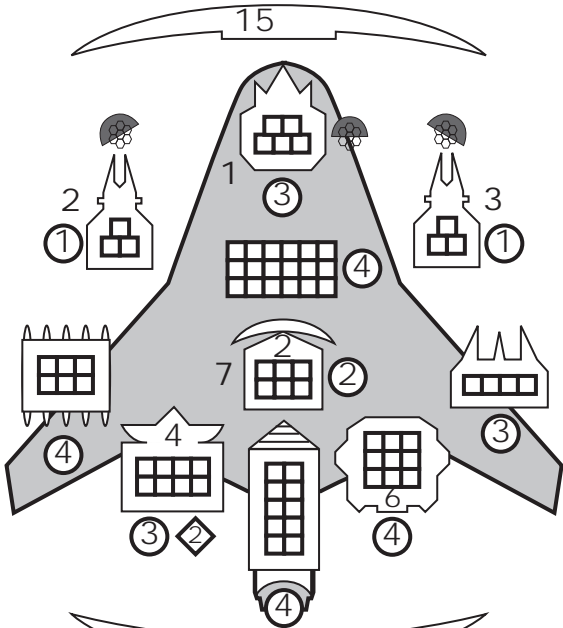
- Class: Plasma
- Mode: Flash
- Dmg: 2d10+12 (-1 per hex)
- Max Range: -1 per hex after range 8
- Fire Control: +2/+0/--
- Intercept Rating: n/a
- Rate of Fire: 1 per 2 turns

Light Disruptor

- Class: Molecular
- Mode: Standard
- Damage: 1d6+6
- 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. SEE RULES.

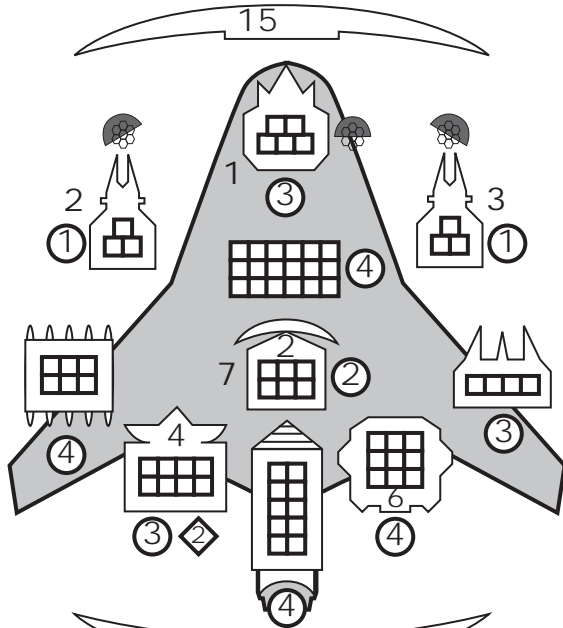


← CORVETTE #1

SENSOR DATA

Defensive EW

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

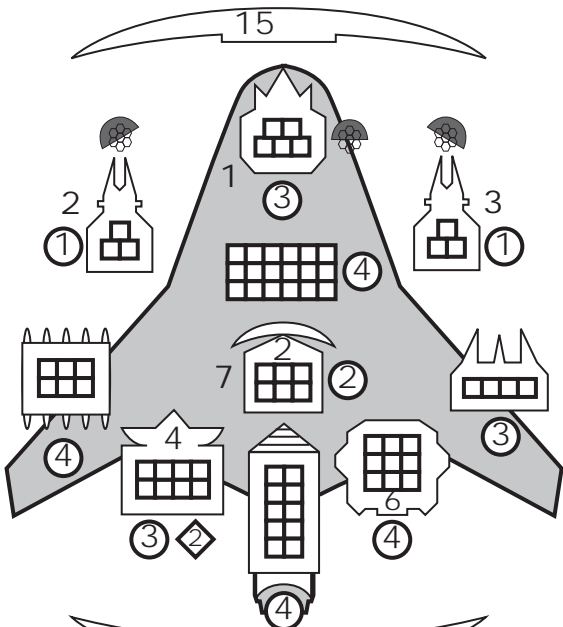


CORVETTE #2 →

SENSOR DATA

Defensive EW

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

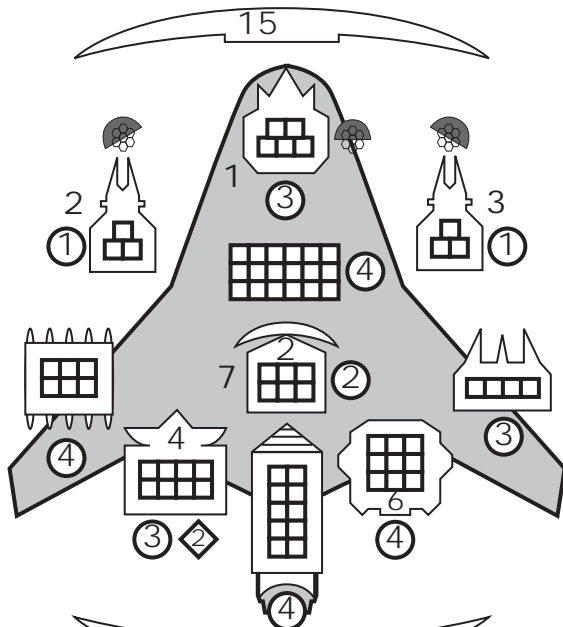


← CORVETTE #3

SENSOR DATA

Defensive EW

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



CORVETTE #4 →

SENSOR DATA

Defensive EW

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

ICON RECOGNITION

	Control		Reactor		Deflector Shield		Lt Plasma Mortar
	Drive		Cloaking Device		Warp Engine		Light Disruptor