



# Federation Scorpio Corvettes (4)



SPECS		MANEUVERING		COMBAT STATS	
Class: Lt. Combat Vsl		Turn Cost: 1/3 Speed		Fwd/Aft Defense: 9	
In Service: 2277		Turn Delay: 1/4 Speed		Stb/Port Defense: 10	
Point Value: 90 each		Accel/Decel Cost: 1 Thrust		Engine Efficiency: 1/1	
Ramming Factor: 25		Pivot Cost: 1 Thrust		Power Shortage: -2	
Warp Delay: 10 Turns		Roll Cost: 1 Thrust		Initiative Bonus: +13	
Speed	1 2 3 4 5 6 7 8 9 10 11 12				
Turn Cost	1 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 3				

WEAPON DATA	
<b>Light Photon Torpedo</b>	
Class: Ballistic + Antimatter	
Mode: Standard	
Damage: X+10	◆
Max X: 10	♂
Max Range: 35 hexes	
Fire Control: +3/+1/-2	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	

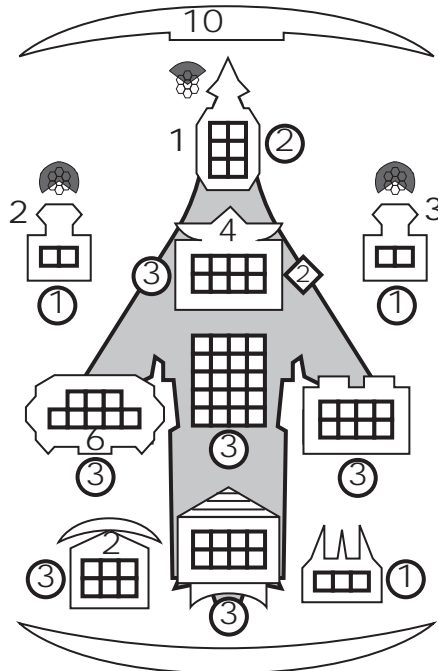
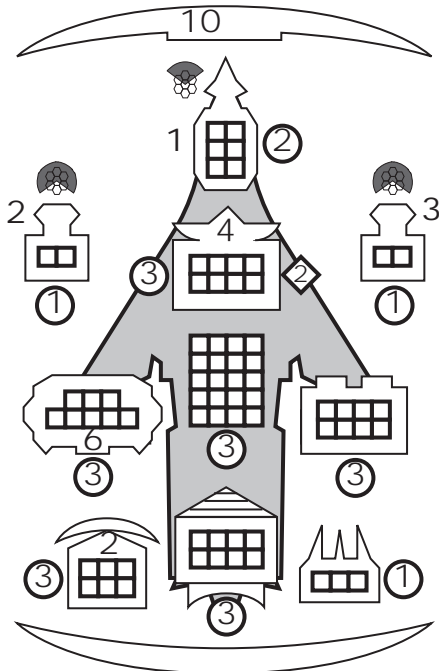
<b>Point Defense Phaser</b>	
Class: Molecular	
Mode: Standard	
Damage: 1d10	◆
Range Penalty: -2 per hex	
Fire Control: +2/+2/+2	
Intercept Rating: -3	♂
Rate of Fire: 1 per turn	

<b>Deflector Shield</b>	
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	
1-8:	Structure
9-11:	Lt Photon Torpedo
12-13:	Point Defense Phaser
14:	Warp Engine
15-16:	Deflector Shield
17-18:	Drive
19:	Reactor
20:	Control

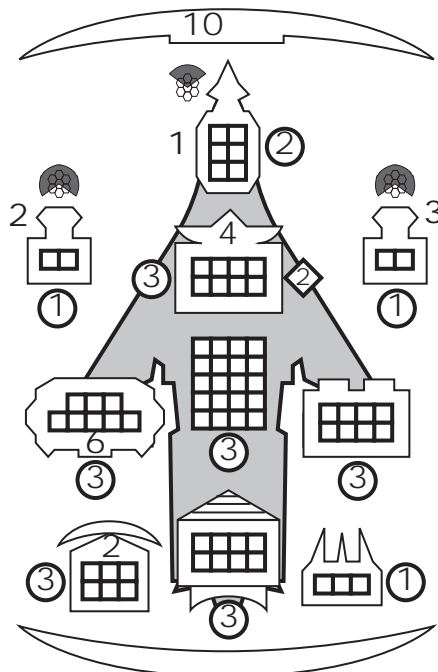
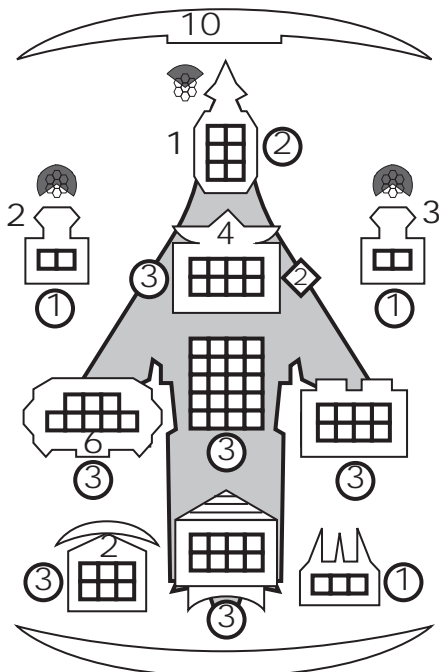
SPECIAL NOTES	
Agile Ship	
Atmospheric Capable	
Gravitic Drive System	
Impulse Drive	

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	
Target #4	
Target #5	
Target #6	

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

ICON RECOGNITION	
	Control
	Drive
	Reactor
	Deflector Shield
	Warp Engine
	Lt Photon Torpedo
	Point Defense Phaser