



# Romulan Snipe Frigate (4)

## SPECS

Class: Lt. Combat Vsl  
 In Service: 2258  
 Point Value: 200 each  
 Ramming Factor: 28  
 Warp Delay: 14 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: 11  
 Engine Efficiency: 1/1  
 Extra Power: +0  
 Initiative Bonus: +14

## WEAPON DATA

**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

## 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

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

## HIT LOCATIONS

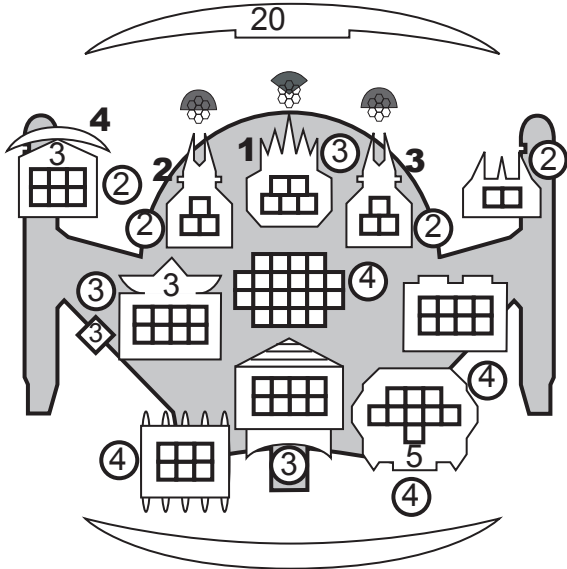
- 1-7: Structure
- 8-9: Warp Engine
- 10-11: Lt Plasma Mortar
- 12-14: Light Disruptor
- 15: Tractor Beam
- 16-17: Drive
- 18: Reactor
- 19: Control
- 20: Deflector Shield

## SPECIAL NOTES

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

## Deflector Shield

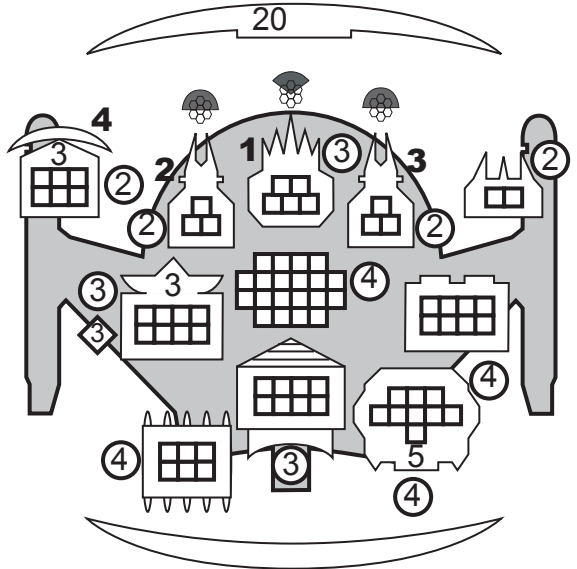
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.



### ← SNIPE #1

#### SENSOR DATA

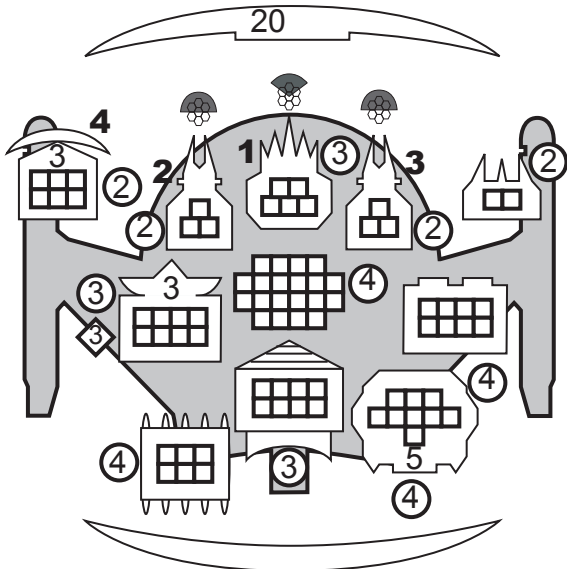
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



### SNIPE #2 →

#### SENSOR DATA

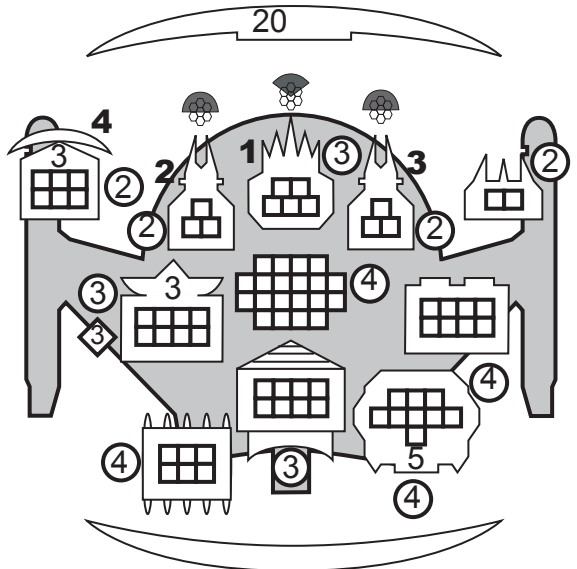
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



### ← SNIPE #3

#### SENSOR DATA

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



### SNIPE #4 →

#### SENSOR DATA

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

## ICON RECOGNITION

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