

# Federation Talon Patrol Corvettes (4)

## SPECS

Class: Lt. Combat Vsl  
In Service: 228X  
Point Value: 230 each  
Ramming Factor: 30  
Warp Delay: 8 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: 8  
Stb/Port Defense: 12  
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	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 Phaser**  
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

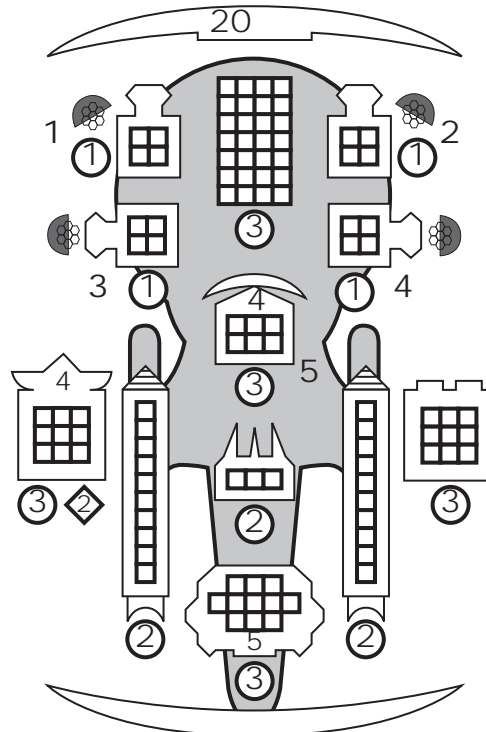
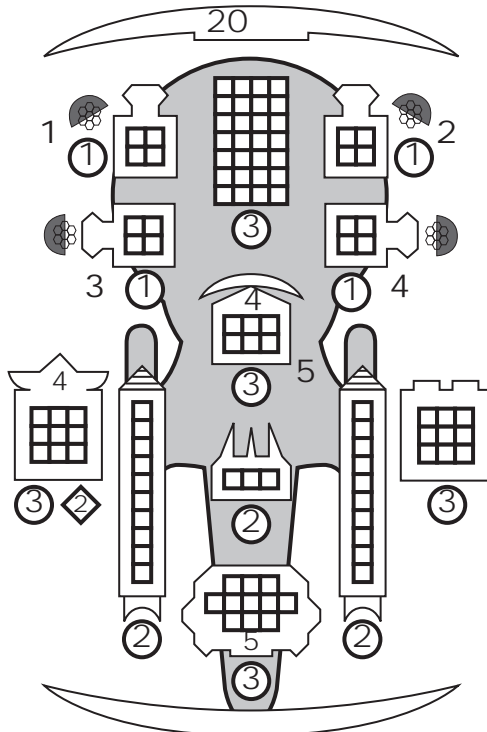
1-10: Structure  
11-12: Light Phaser  
13-14: Warp Engine  
15-16: Deflector Shield  
17-18: Drive  
19: Reactor  
20: Control

## 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	

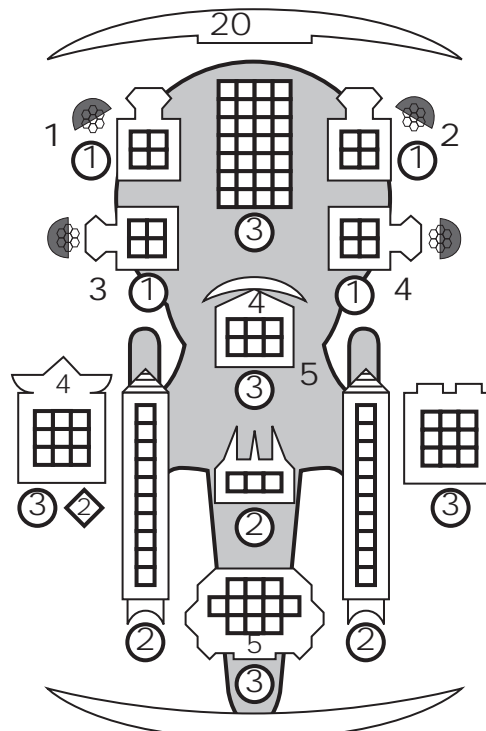
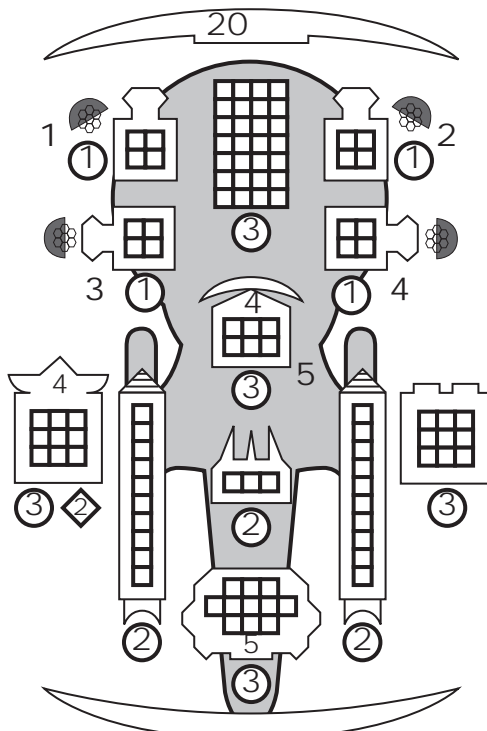


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## ICON RECOGNITION

- Control
- Drive
- Reactor
- Deflector Shield
- Warp Engine
- Light Phaser