



# Romulan D'ridren Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 14
In Service: 2344	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: 450	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 50	Pivot Cost: 3 Thrust	Extra Power: +0
Warp Delay: 5 Turns	Roll Cost: 2 Thrust	Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA	
<b>Plasma Torpedo</b>	⚡
Class: Ballistic + Plasma	
Mode: Standard	
Dmg: 4d10+8 (-1 per 2 hexes)	
Max Range: 45 hexes	
Fire Control: +4/+2/-5	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
<b>Medium Disruptor</b>	⚡
Class: Molecular	
Mode: Standard	
Damage: 1d10+10	
Range Penalty: -1 per 2 hexes	
Fire Control: +4/+2/+2	
Intercept Rating: -2	
Rate of Fire: 1 per 2 turns	
<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. SEE RULES.	

**FORWARD HITS**

- 1-2: Deflector Shield
- 3-6: Plasma Torpedo
- 7-10: Medium Disruptor
- 11-17: Structure
- 18-20: PRIMARY Hit

**SPECIAL NOTES**

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

**AFT HITS**

- 1-6: Impulse Thrust
- 7-8: Deflector Shield
- 9-10: Hangar
- 11-17: Structure
- 18-20: PRIMARY Hit

**SENSOR DATA**

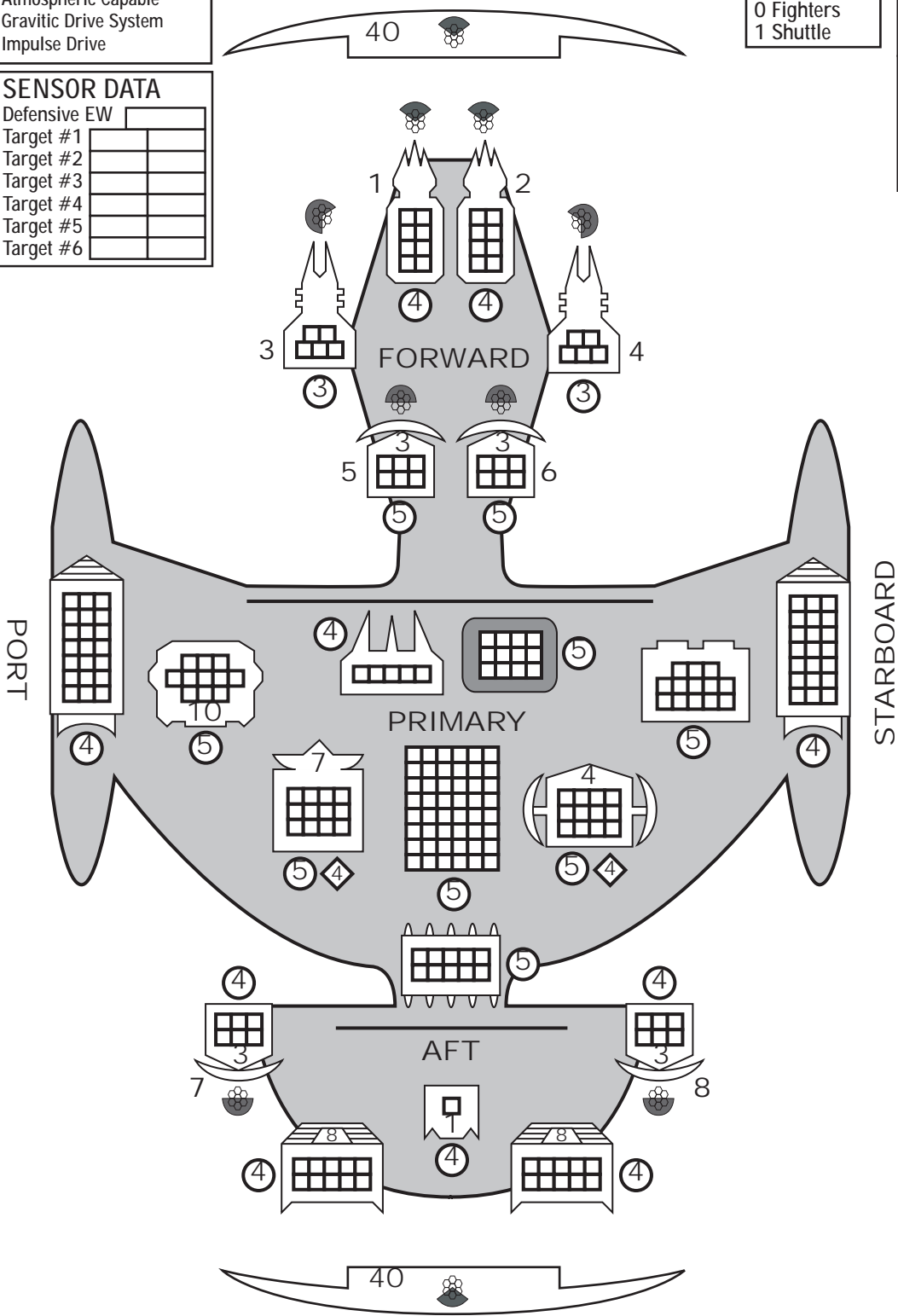
Defensive EW

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

**PRIMARY HITS**

- 1-8: Warp Engine
- 9-10: Cloaking Device
- 11-12: Shield Generator
- 13-14: Sensors
- 15: Tractor Beam
- 16: Hangar
- 17-18: Engine
- 19: Reactor
- 20: C&C

**HANGAR**  
0 Fighters  
1 Shuttle



**ICON RECOGNITION**

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Cloaking Device
- Warp Engine
- Plasma Torpedo
- Medium Disruptor