



Federation Remora Escort Destroyer

SPECS

Class: Medium Ship
 In Service: 2256
 Point Value: 350
 Ramming Factor: 80
 Warp Delay: 7 Turns

MANEUVERING

Turn Cost: 1/2 Speed
 Turn Delay: 1/2 Speed
 Accel/Decel Cost: 2 Thrust
 Pivot Cost: 2+2 Thrust
 Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
 Stb/Port Defense: 15
 Engine Efficiency: 2/1
 Extra Power: +4
 Initiative Bonus: +12

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
 Subtract Shield Factor from any damage scored through arc. Shield projections only absorb damage if a functional Deflector Shield is in arc.

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

FORWARD HITS

- 1-3: Deflector Shield
- 4-7: Light Phaser
- 8-17: Structure
- 18-20: PRIMARY Hit

AFT HITS

- 1-4: Impulse Thruster
- 5-6: Deflector Shield
- 7-9: Light Phaser
- 10-12: Warp Engine
- 13-17: Structure
- 18-20: PRIMARY Hit

PRIMARY HITS

- 1-3: Tractor Beam
- 4-7: Shield Generator
- 8-10: Sensors
- 11-12: Hangar
- 13-15: Engine
- 16-18: Reactor
- 19-20: C&C

SPECIAL NOTES

Gravitic Drive System
 Impulse Drive

SENSOR DATA

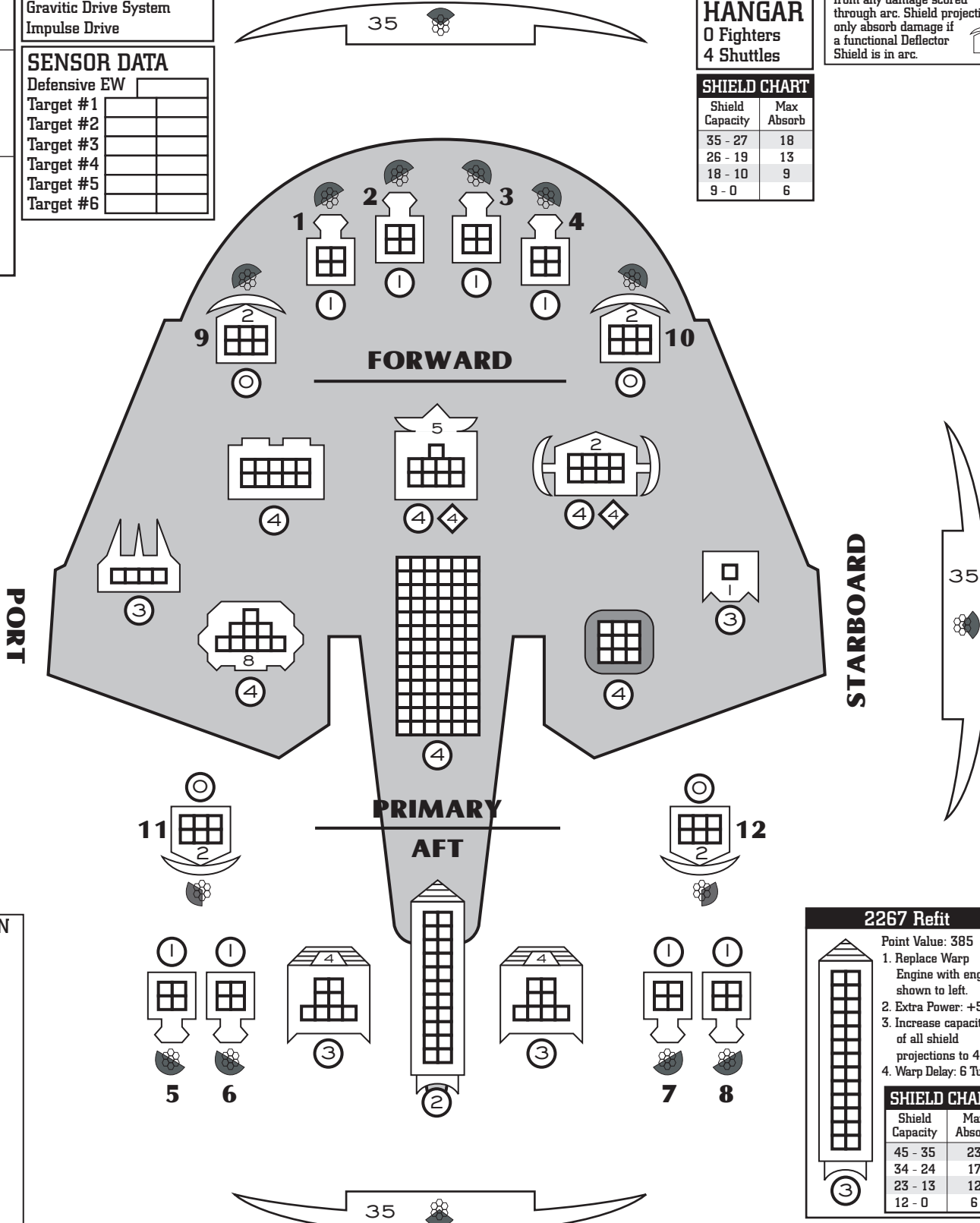
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR

0 Fighters
 4 Shuttles

SHIELD CHART

Shield Capacity	Max Absorb
35 - 27	18
26 - 19	13
18 - 10	9
9 - 0	6



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Tractor Beam
- Light Phaser

2267 Refit

- Point Value: 385
1. Replace Warp Engine with engine shown to left.
 2. Extra Power: +5
 3. Increase capacity of all shield projections to 45.
 4. Warp Delay: 6 Turns

SHIELD CHART

Shield Capacity	Max Absorb
45 - 35	23
34 - 24	17
23 - 13	12
12 - 0	6