



# Romulan Reemea Destroyer

## SPECS

Class: Medium Ship  
 In Service: 2275  
 Point Value: 350  
 Ramming Factor: 60  
 Warp Delay: 10 Turns

## MANEUVERING

Turn Cost: 1/3 Speed  
 Turn Delay: 1/3 Speed  
 Accel/Decel Cost: 2 Thrust  
 Pivot Cost: 2+2 Thrust  
 Roll Cost: 1+1 Thrust

## COMBAT STATS

Fwd/Aft Defense: 11  
 Stb/Port Defense: 13  
 Engine Efficiency: 2/1  
 Extra Power: +6  
 Initiative Bonus: +12

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

## WEAPON DATA

**Medium Disruptor**  
 Class: Molecular  
 Mode: Standard  
 Damage: 1d10+12  
 +2 power: 1d10+16  
 +4 power: 1d10+20  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +4/+2/+2  
 Intercept Rating: -1  
 Rate of Fire: 1 per 2 turns

**Light Disruptor**  
 Class: Molecular  
 Mode: Standard  
 Damage: 1d6+6  
 +2 power: 1d6+8  
 Range Penalty: -1 per hex  
 Fire Control: +3/+2/-3  
 Intercept Rating: -2  
 Rate of Fire: 1 per turn

**Light Photon Torpedo**  
 Class: Ballistic + Antimatter  
 Mode: Standard  
 Damage: X+10  
 Max X: 15  
 Range Penalty: -1 per 4 hexes  
 Max Range: 40 hexes  
 Fire Control: +3/+2/-3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

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



T-10 (Bright One)

**FORWARD HITS**  
 1-3: Deflector Shield  
 4-6: Medium Disruptor  
 7-8: Light Disruptor  
 9-10: Lt Photon Torpedo  
 11-17: Forward Structure  
 18-20: PRIMARY Hit

**AFT HITS**  
 1-5: Impulse Thruster  
 6-7: Deflector Shield  
 8-16: Aft Structure  
 17-20: PRIMARY Hit

**PRIMARY HITS**  
 1-6: Warp Engine  
 7-8: Cloaking Device  
 9: Tractor Beam  
 10-11: Shield Generator  
 12-13: Sensors  
 14: Hangar  
 15-16: Engine  
 17-18: Reactor  
 19-20: C&C

**SPECIAL NOTES**  
 Gravitic Drive System  
 Impulse Drive

**SENSOR DATA**

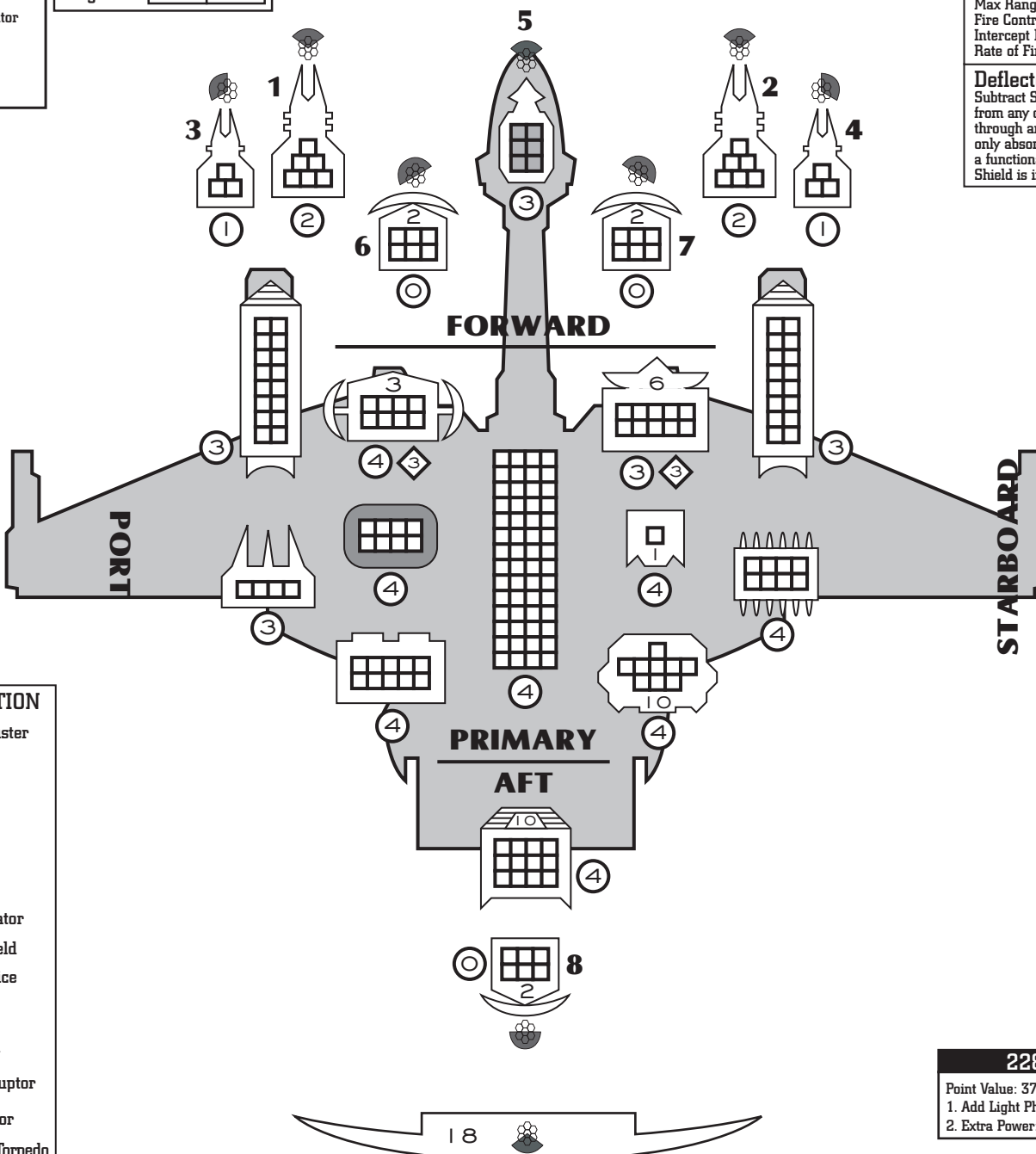
Defensive EW

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

**HANGAR**  
 0 Fighters  
 2 Shuttles

**SHIELD CHART**

Shield Capacity	Max Absorb
18 - 14	9
13 - 10	7
9 - 5	5
4 - 0	2



**ICON RECOGNITION**

	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Cloaking Device
	Warp Engine
	Tractor Beam
	Medium Disruptor
	Light Disruptor
	Light Photon Torpedo

**2284 Refit**  
 Point Value: 375  
 1. Add Light Photon Torpedo.  
 2. Extra Power: +6