

# Federation Firestorm Destroyer

## SPECS

Class: Medium Ship  
 In Service: 2262  
 Point Value: 300  
 Ramming Factor: 60  
 Warp Delay: 7 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 10  
 Stb/Port Defense: 11  
 Engine Efficiency: 2/1  
 Extra Power: 0  
 Initiative Bonus: +12

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

## WEAPON DATA

**Intermediate Phaser**  
 Class: Molecular  
 Mode: R (8), S  
 Damage: 2d10+2  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +2/+2/+2  
 Intercept Rating: -2  
 Rate of Fire: 1 per 2 turns  
 Special: Can fire for an accelerated ROF for less damage, as shown below:  
 1 per turn: 1d10+4

**Light Photon Torpedo**  
 Class: Ballistic + Antimatter  
 Mode: Standard  
 Damage: X+10  
 Max X: 10  
 Range Penalty: -1 per 4 hexes  
 Max Range: 35 hexes  
 Fire Control: +3/+1/-2  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

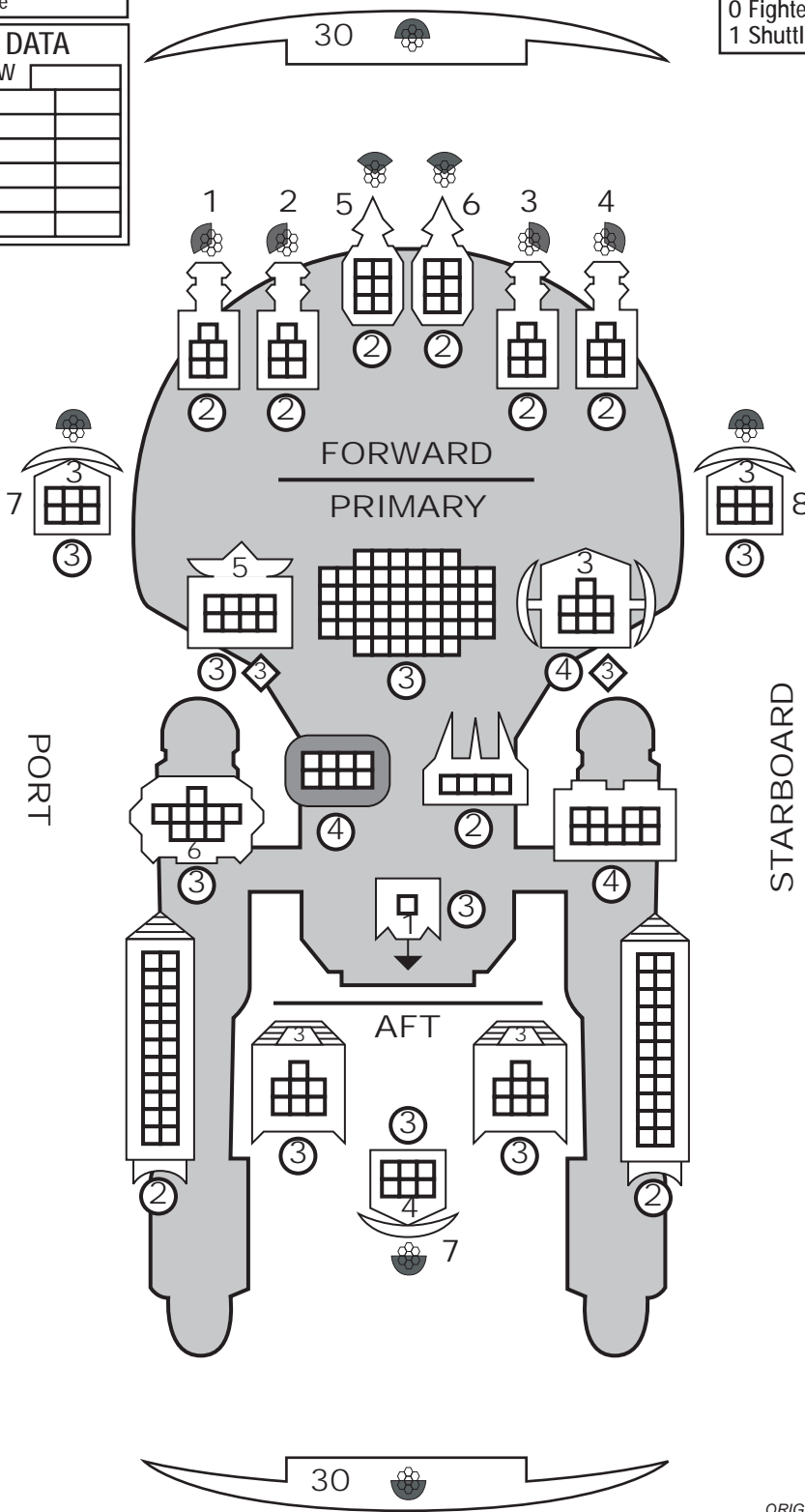
**Deflector Shield**  
 Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

## HANGAR

0 Fighters  
 1 Shuttle

<b>FORWARD HITS</b>	
1-3:	Deflector Shield
4-6:	Lt Photon Torpedo
7-10:	Intermediate Phaser
11-17:	Structure
18-20:	PRIMARY Hit
<b>AFT HITS</b>	
1-4:	Impulse Thruster
5-6:	Deflector Shield
7-10:	Warp Engine
11-17:	Structure
18-20:	PRIMARY Hit
<b>PRIMARY HITS</b>	
1-4:	Tractor Beam
5-8:	Shield Generator
9-11:	Sensors
12-13:	Hangar
14-16:	Engine
17-19:	Reactor
20:	C&C

<b>SPECIAL NOTES</b>	
Gravitic Drive System	
Impulse Drive	
<b>SENSOR DATA</b>	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



<b>ICON RECOGNITION</b>	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Intermediate Phaser
	Lt Photon Torpedo