



Federation Remora Escort Destroyer

SPECS Class: Medium Ship In Service: 2259 Point Value: 350 Ramming Factor: 70 Warp Delay: 6 Turns	MANEUVERING Turn Cost: 1/2 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 3+3 Thrust	COMBAT STATS Fwd/Aft Defense: 15 Stb/Port Defense: 15 Engine Efficiency: 2/1 Power Shortage: -6 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	

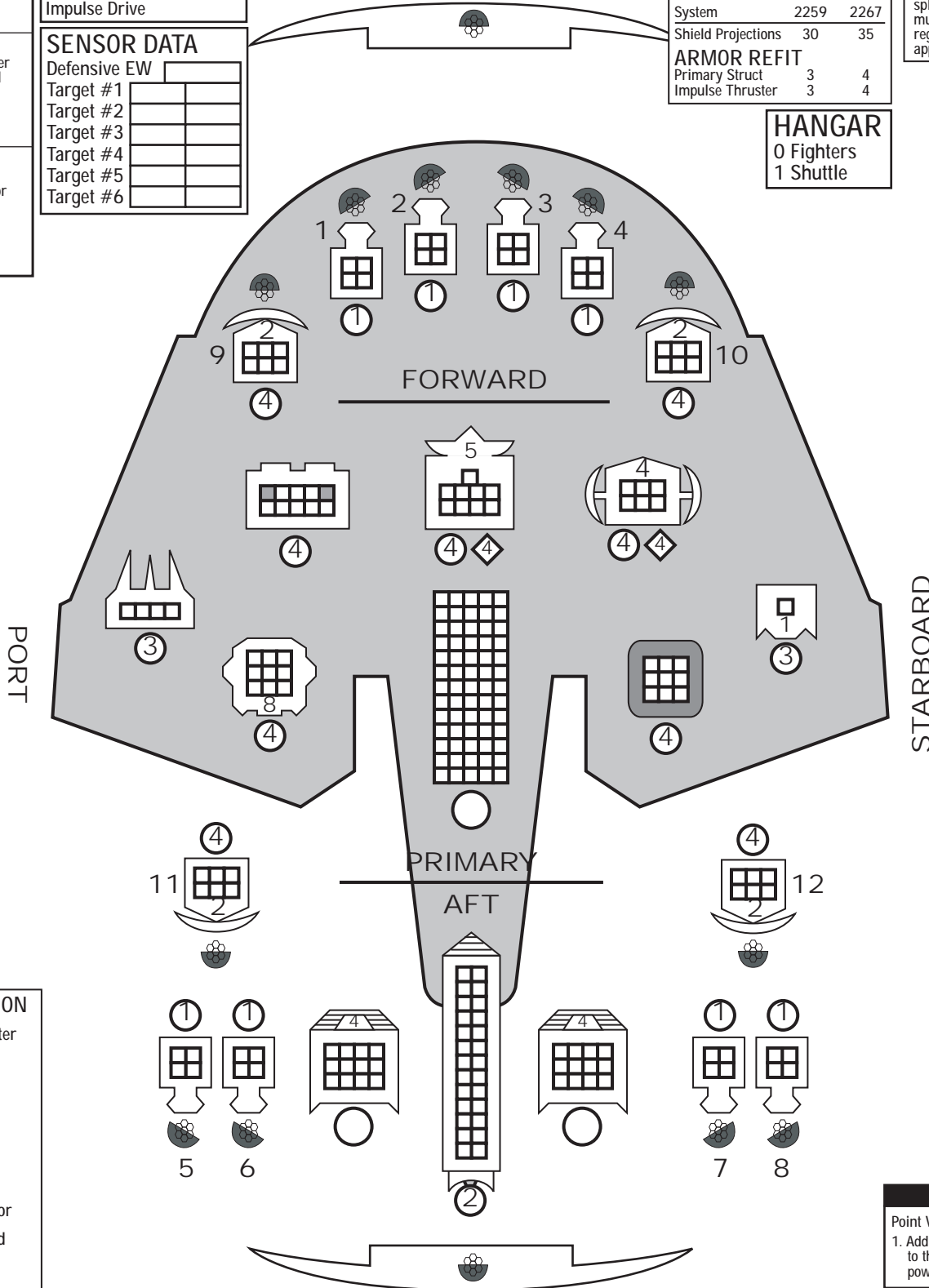
WEAPON DATA	
Light Phaser Class: Molecular Mode: Standard Damage: 1d10+4 Range Penalty: -1 per hex Fire Control: +3/+3/+3 Intercept Rating: -2 Rate of Fire: 1 per turn	
Deflector Shield Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.	

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 1-4: Tractor Beam 5-7: Shield Generator 8-11: Sensors 12-13: Hangar 14-16: 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	

SHIELD REFIT		
System	2259	2267
Shield Projections	30	35
ARMOR REFIT		
Primary Struct	3	4
Impulse Thruster	3	4

HANGAR
0 Fighters
1 Shuttle



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Light Phaser

2267 Refit
Point Value: 430
1. Add two structure boxes to the reactor, eliminating power loss.