

Romulan Griffin Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship In Service: 2342 Point Value: 490 Ramming Factor: 190 Warp Delay: 5 Turns	Turn Cost: 2/3 Speed Turn Delay: 1 x Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 3+3 Thrust	Fwd/Aft Defense: 15 Stb/Port Defense: 16 Engine Efficiency: 4/1 Extra Power: 0 Initiative Bonus: +0
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 7 8	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	

WEAPON DATA	
Heavy Disruptor Class: Molecular Mode: R, P Damage: 2d10+22 Range Penalty: -1 per 3 hexes Fire Control: +4/+2/-2 Intercept Rating: -1 Rate of Fire: 1 per 3 turns	
Medium Disruptor 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	
Light Disruptor Class: Molecular Mode: Standard Damage: 1d6+6 Range Penalty: -1 per hex Fire Control: +3/+3/+3 Intercept Rating: -2 Rate of Fire: 1 per turn	
Plasma Torpedo Class: Ballistic + Plasma Mode: Standard Dmg: 4d10+8 (-1 per 2 hexes) Range Penalty: -1 per 5 hexes Max Range: 45 hexes Fire Control: +4/+2/-5 Intercept Rating: n/a Rate of Fire: 1 per 2 turns	

FORWARD HITS	
1-4:	Heavy Disruptor
5-7:	Plasma Torpedo
8-18:	Forward Structure
19-20:	PRIMARY Hit
SIDE HITS	
1-2:	Impulse Thruster
3-5:	Deflector Shield
6-7:	Light Disruptor
8-10:	Warp Engine
11-18:	Port/Stb Structure
19-20:	PRIMARY Hit
AFT HITS	
1-4:	Impulse Thruster
5-7:	Deflector Shield
8-9:	Medium Disruptor
10-18:	Aft Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-6:	Primary Structure
7-8:	Cloaking Device
9-10:	Shield Generator
11:	Tractor Beam
12-13:	Sensors
14-15:	Hangar
16-17:	Engine
18-19:	Reactor
20:	C&C

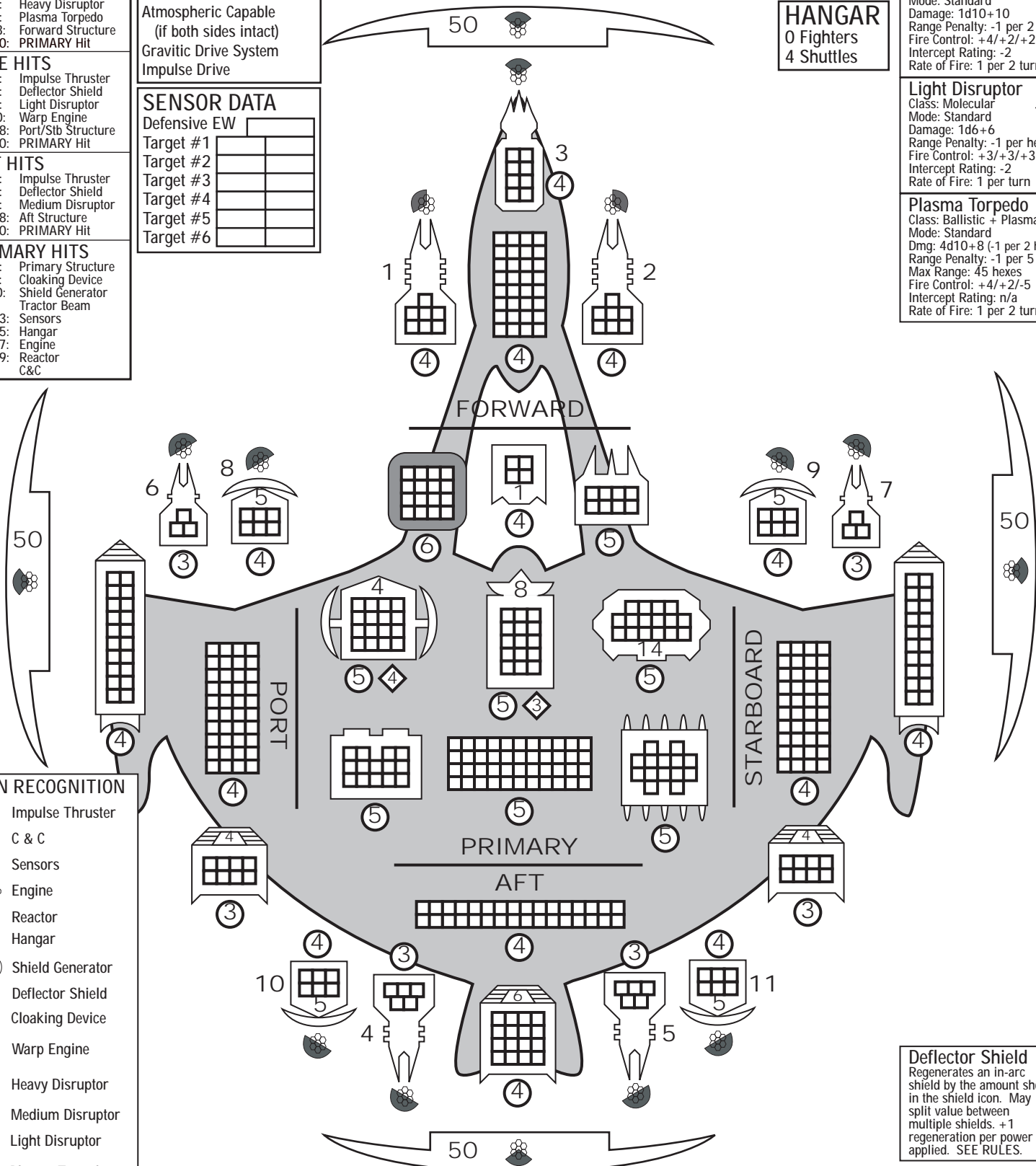
SPECIAL NOTES
Atmospheric Capable
(if both sides intact)
Gravitic Drive System
Impulse Drive

SENSOR DATA

Defensive EW

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

HANGAR
0 Fighters
4 Shuttles



ICON RECOGNITION

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

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.