



Romulan Griffin Light Torpedo Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15
In Service: 2349	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value: 550	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 190	Pivot Cost: 3+3 Thrust	Extra Power: 0
Warp Delay: 5 Turns	Roll Cost: 3+3 Thrust	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	
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
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
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	
1-4:	Medium 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:	Plasma Torpedo
8-10:	Warp Engine
11-18:	Port/Stb Structure
19-20:	PRIMARY Hit

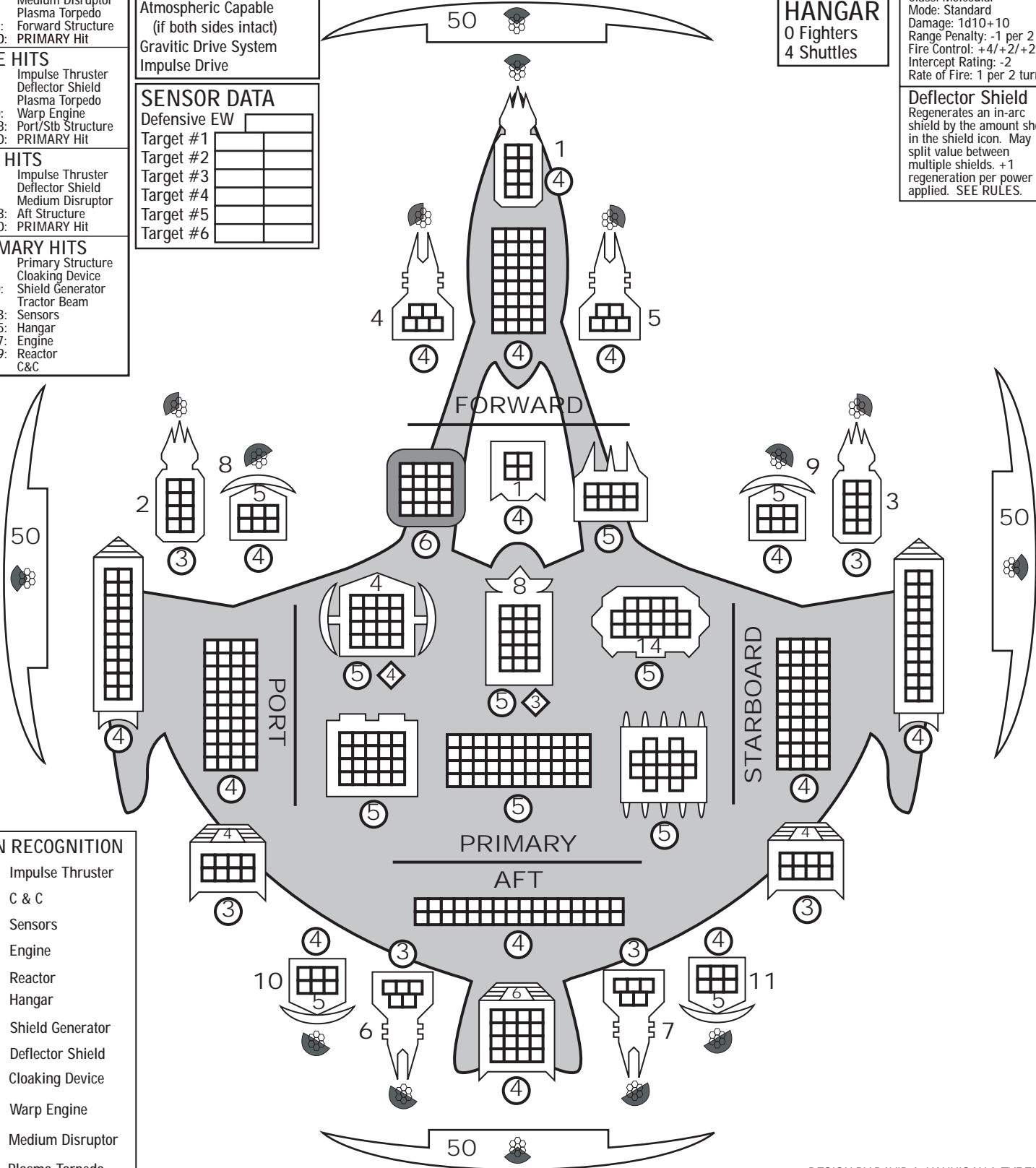
AFT HITS	
1-4:	Impulse Thruster
5-7:	Deflector Shield
8-9:	Medium Disruptor
10-18:	Aft Structure
19-20:	PRIMARY Hit

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
	Medium Disruptor
	Plasma Torpedo