



Federation Norway Destroyer

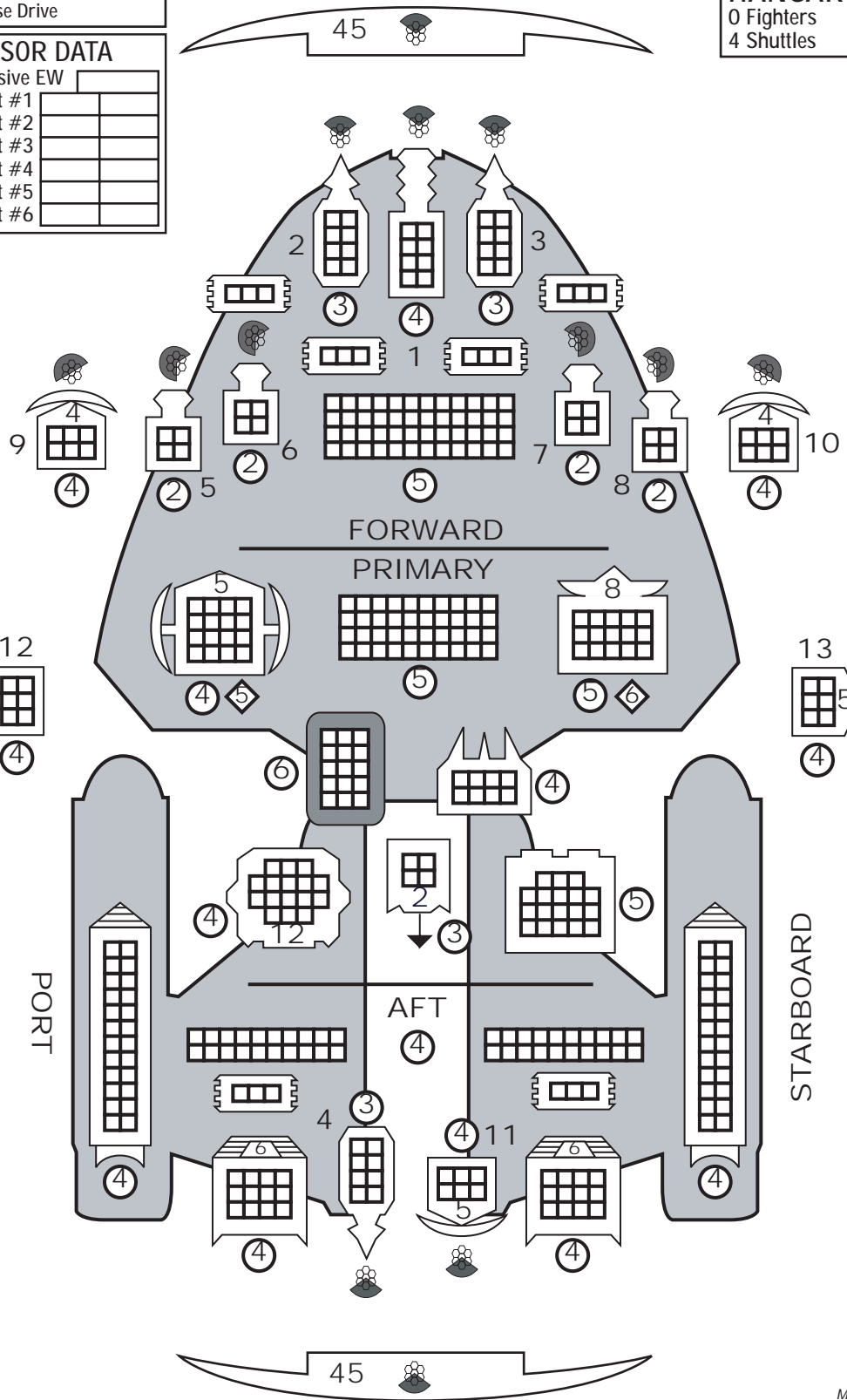
SPECS Class: Hvy Combat Vsl In Service: 2369 Point Value: 560 Ramming Factor: 150 Warp Delay: 5 Turns	MANEUVERING Turn Cost: 2/3 Speed Turn Delay: 2/3 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 1+1 Thrust	COMBAT STATS Fwd/Aft Defense: 13 Stb/Port Defense: 15 Engine Efficiency: 3/1 Extra Power: 0 Initiative Bonus: +6
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 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA
Heavy Phaser Bank Class: Molecular Mode: R, S Damage: 4d10+10 Range Penalty: -1 per 3 hexes Fire Control: +4/+4/+1 Intercept Rating: -2 Rate of Fire: 1 per 3 turns Special: Can fire for an accelerated ROF for less damage, as shown below: 1 per 2 turns: 3d10+5 1 per turn: 1d10+4
Light Phaser Bank 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
Photon Torpedo Class: Ballistic + Antimatter Mode: Standard Damage: X+10 Max X: 20 Max Range: 50 hexes Fire Control: +4/+2/-3 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.

FORWARD HITS 1-3: Deflector Shield 4-5: Heavy Phaser 6-8: Photon Torpedo 9-11: Light Phaser 12-18: Forward Structure 19-20: PRIMARY Hit
AFT HITS 1-4: Impulse Thruster 5: Deflector Shield 6-7: Photon Torpedo 8-11: Warp Engine 12-18: Aft Structure 19-20: PRIMARY Hit
PRIMARY HITS 1-6: Primary Structure 7-9: Shield Generator 10: Tractor Beam 11-12: Sensors 13-15: Engine 16-17: Hangar 18-19: Reactor 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
4 Shuttles



ICON RECOGNITION
Impulse Thruster
C & C
Sensors
Engine
Reactor
Hangar
Shield Generator
Deflector Shield
Warp Engine
Heavy Phaser
Light Phaser
Photon Torpedo
Ablative Armor