



Romulan D'renet Scout

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 13
In Service: 2342	Turn Delay: 1/2 Speed	Stb/Port Defense: 13
Point Value: 420	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 40	Pivot Cost: 2+2 Thrust	Extra Power: +2
Warp Delay: 5 Turns	Roll Cost: 2+2 Thrust	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	
Plasma Torpedo	
Class: Ballistic + Plasma	
Mode: Standard	
Dmg: 4d10+8 (-1 per 2 hexes)	
Range Penalty: None	
Max Range: 45 hexes	
Fire Control: +4/+2/-5	
Intercept Rating: n/a	
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	
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	
1-2:	Deflector Shield
3-5:	Plasma Torpedo
6-8:	Light Disruptor
9-17:	Structure
18-20:	PRIMARY Hit

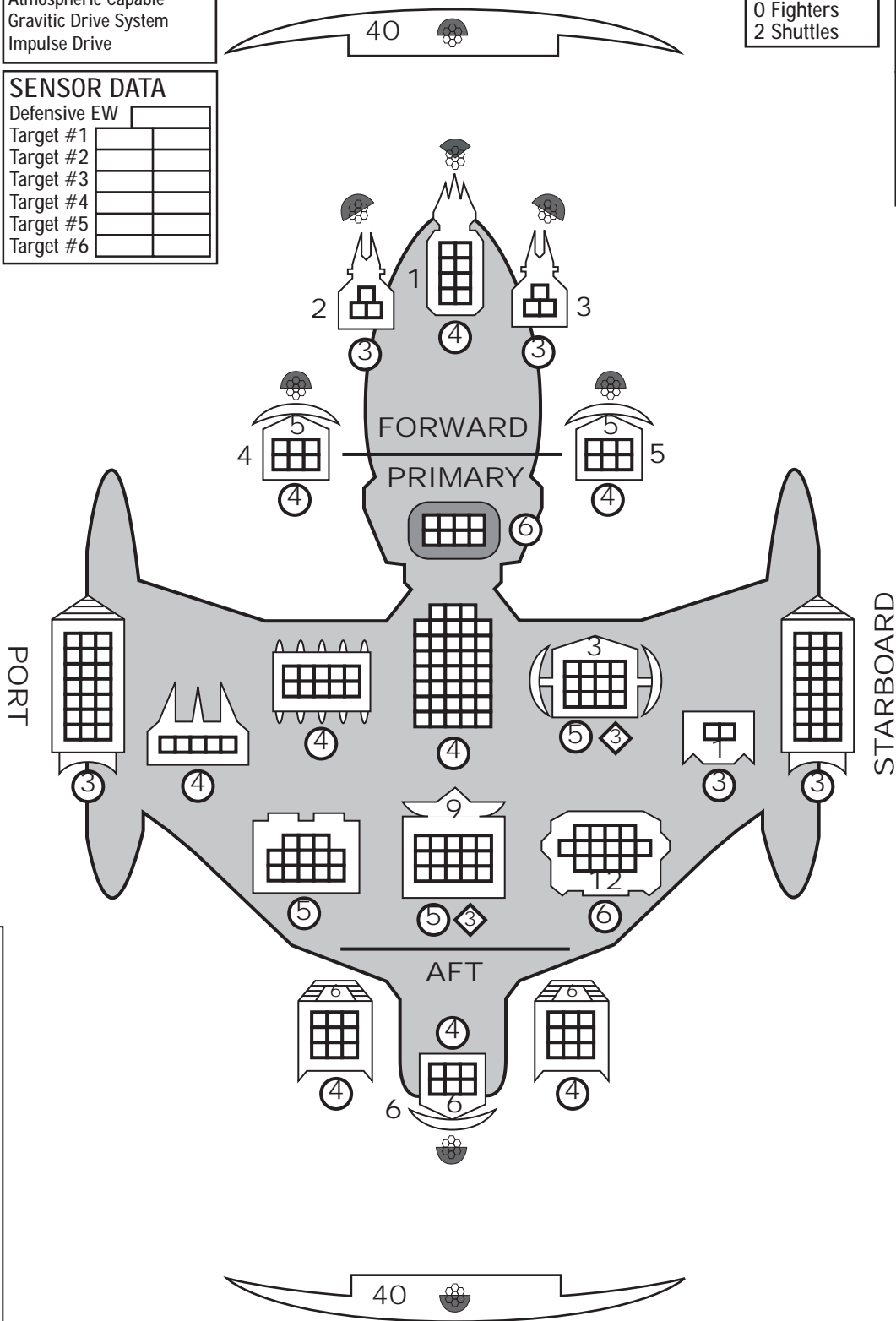
SPECIAL NOTES	
ELINT Ship	
Atmospheric Capable	
Gravitic Drive System	
Impulse Drive	

AFT HITS	
1-6:	Impulse Thrust
7-8:	Deflector Shield
9-17:	Structure
18-20:	PRIMARY Hit

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

PRIMARY HITS	
1-8:	Warp Engine
9-10:	Cloaking Device
11-12:	Shield Generator
13-14:	Sensors
15:	Tractor Beam
16:	Hangar
17-18:	Engine
19:	Reactor
20:	C&C

HANGAR
0 Fighters
2 Shuttles



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Cloaking Device
	Warp Engine
	Plasma Torpedo
	Light Disruptor