



Romulan Ocala Sindari Destroyer

SPECS

Class: Medium Ship
 In Service: 2249
 Point Value: 280
 Ramming Factor: 40
 Warp Delay: 18 Turns

MANEUVERING

Turn Cost: 1/2 Speed
 Turn Delay: 1/3 Speed
 Accel/Decel Cost: 2 Thrust
 Pivot Cost: 2+2 Thrust
 Roll Cost: 1+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
 Stb/Port Defense: 14
 Engine Efficiency: 2/1
 Extra Power: 0
 Initiative Bonus: +12

WEAPON DATA

Blast Beam
 Class: Particle
 Mode: Raking (8)
 Dmg: 1d10+15 (-1 per 2 hexes)
 Range Penalty: -1 per hex
 Fire Control: +3/+1/+1
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns

Light Blast Beam

Class: Particle
 Mode: Standard
 Damage: 1d6+4
 Range Penalty: -2 per hex
 Fire Control: +2/+2/+2
 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.

Early Photon Torpedo

Class: Ballistic + Antimatter
 Mode: Standard
 Damage: X+6
 Max X: 10
 Range Penalty: -1 per 3 hexes
 Max Range: 30 hexes
 Fire Control: +2/+1/-2
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

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	1	2	2	2	3	3	3	4	4	4

T-5 (Fire Swarm)

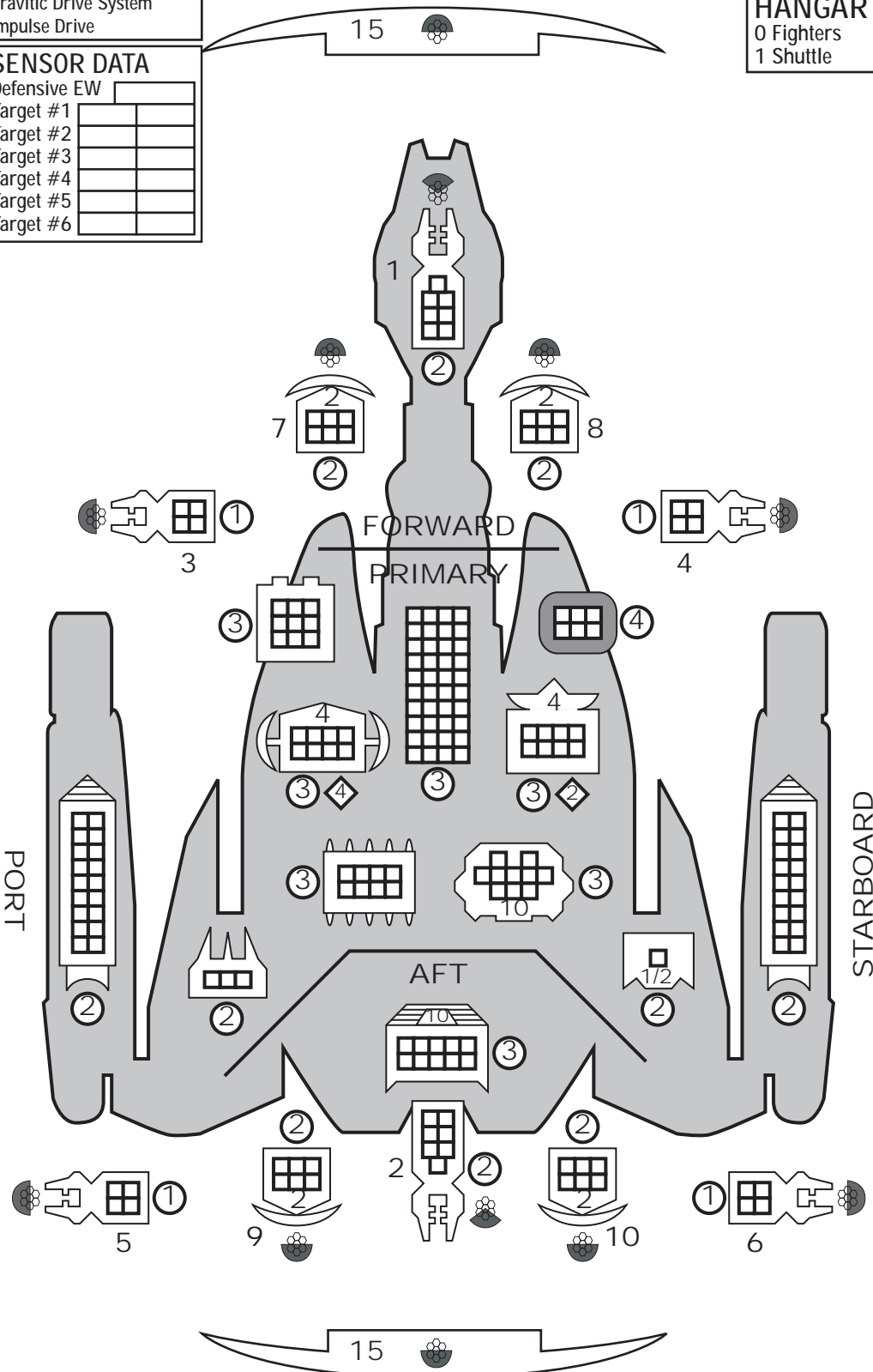
- FORWARD HITS**
 1-3: Deflector Shield
 4-5: Blast Beam
 6: Lt Blast / Torpedo
 7-8: Light Blast Beam
 9-17: Structure
 18-20: PRIMARY Hit
- AFT HITS**
 1-3: Impulse Thruster
 4-6: Deflector Shield
 7-8: Blast Beam
 9-10: Light Blast Beam
 11-17: Structure
 18-20: PRIMARY Hit
- PRIMARY HITS**
 1-6: Warp Engine
 7-8: Cloaking Device
 9-10: Shield Generator
 11: Tractor Beam
 12-13: Sensors
 14: Hangar
 15-17: Engine
 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
 1 Shuttle



- ICON RECOGNITION**
- Impulse Thruster
 - C & C
 - Sensors
 - Engine
 - Reactor
 - Hangar
 - Shield Generator
 - Deflector Shield
 - Cloaking Device
 - Warp Engine
 - Blast Beam
 - Light Blast Beam
 - Early Photon Torpedo

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Point Value: 280

- Add Early Photon Torpedo X to the forward section.
- Power Shortage: -3.