



Version 1: 2E/STARSCAPE

Name: _____ Counter: _____



Romulan D'renet Scout

SPECS

Class: Medium Ship
In Service: 2342
Point Value: 600
Ramming Factor: 40
Warp Delay: 5 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 13
Engine Efficiency: 2/1
Extra Power: +2
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)
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+8
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -1
Rate of Fire: 1 per turn

Deflector Shield

Class: Molecular
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

AFT HITS

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

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

SPECIAL NOTES

ELINT Ship
Atmospheric Capable
Gravitic Drive System
Impulse Drive

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

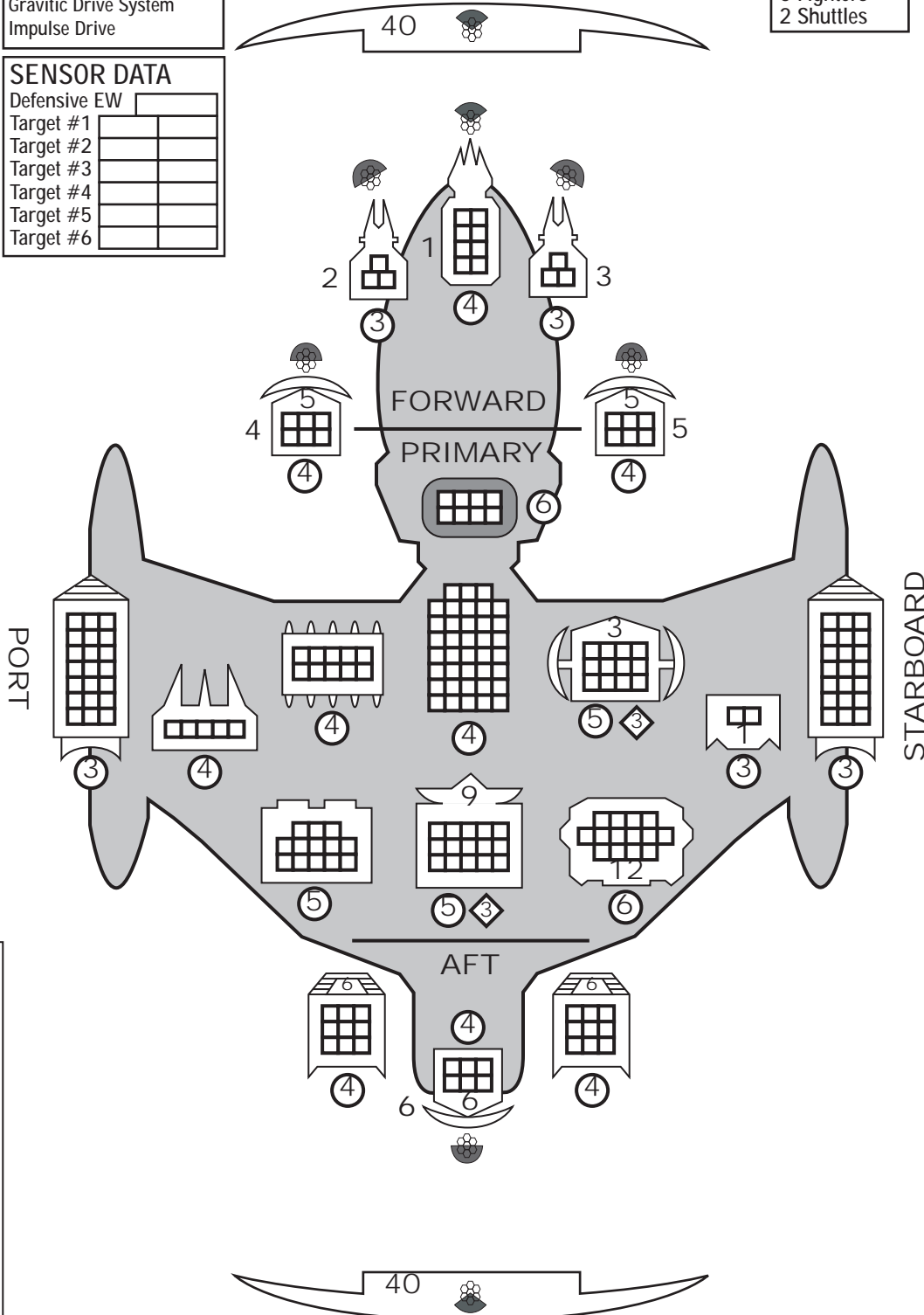
Target #5

Target #6

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