

Federation Hermes Scout Destroyer

SPECS

Class: Medium Ship
In Service: 2245
Point Value: 275
Ramming Factor: 50
Warp Delay: 9 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 10
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +12

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

WEAPON DATA

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

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.

HANGAR

0 Fighters
2 Shuttles

FORWARD HITS

1-3: Deflector Shield
4-7: Light Phaser
8-16: Structure
17-20: PRIMARY Hit

AFT HITS

1-4: Impulse Thruster
5-6: Deflector Shield
7-9: Warp Engine
10-16: Structure
17-20: PRIMARY Hit

PRIMARY HITS

1-4: Tractor Beam
6-8: Shield Generator
9-12: Sensors
13-14: Hangar
15-17: Engine
18-19: Reactor
20: C&C

SPECIAL NOTES

ELINT Ship
Gravitic Drive System
Impulse Drive

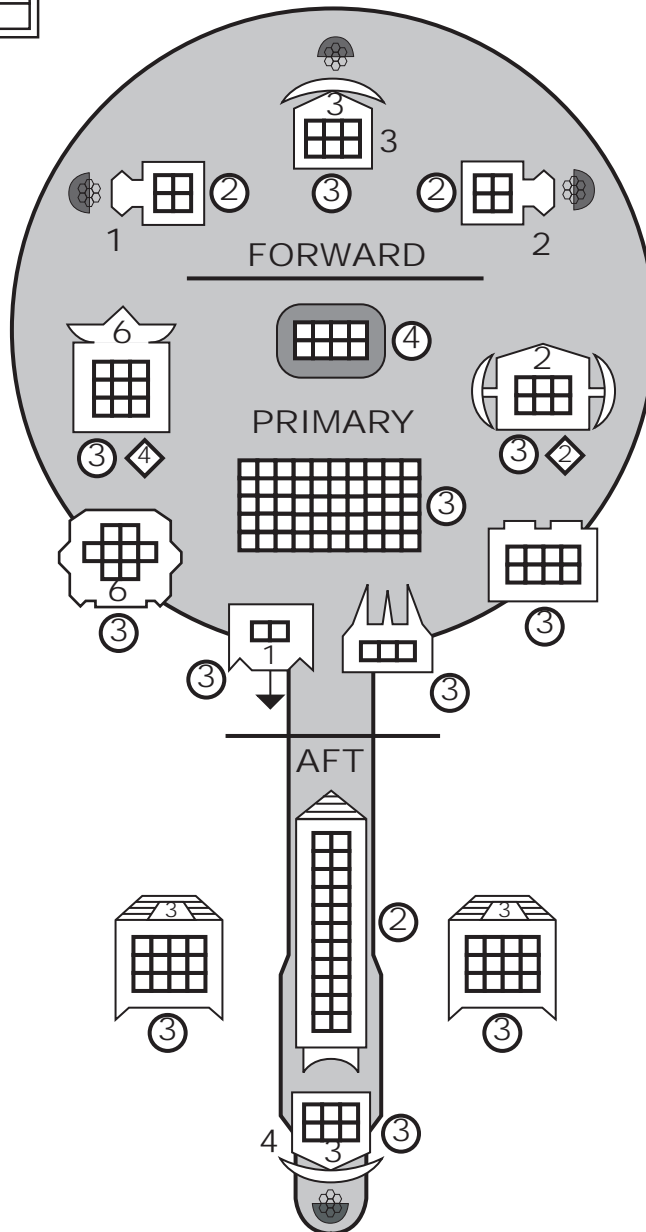
SENSOR DATA

Defensive EW

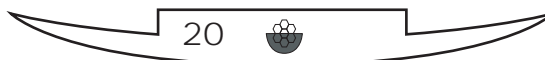
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		



PORT



STARBOARD



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Light Phaser