



# Romulan Daetra Teidr Destroyer

## SPECS

Class: Medium Ship  
In Service: 2086  
Point Value: 220  
Ramming Factor: 30  
Warp Delay: 32 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: 10  
Stb/Port Defense: 10  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +13

## WEAPON DATA

**Med. Plasma Cannon**  
Class: Plasma  
Modes: Standard  
Dmg: 3d10+4 (-1 per 2 hexes)  
Range Penalty: -1 per hex  
Fire Control: +3/+1/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

## Ultralight Plasma Cannon

Class: Plasma  
Modes: Standard  
Dmg: 2d6+2 (-1 per hex)  
Range Penalty: -1 per hex  
Fire Control: +2/+0/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

## Plasma Drill

Class: Plasma  
Mode: Piercing  
Dmg: 2d10+10 (-1 per 2 hexes)  
Range Penalty: -1 per hex  
Fire Control: +3/+2/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

## Light Plasma Drill

Class: Plasma  
Mode: Standard  
Dmg: 1d10+7 (-1 per hex)  
Range Penalty: -1 per hex  
Fire Control: +2/+2/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per turn  
Special: No overkill.

## 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.

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

## ARMOR REFIT

System	2086	2130	2157	2172
Impulse Thruster	2	2	3	3
Sensors	2	3	3	3

## SENSOR REFIT

Sensor Rating	3*	3	4	4
* = Antiquated Sensors				

## SHIELD REFIT

Projection Rating	10	12	12	15
Aft Deflector Shield	1	1	1	2

## Plasma Shotgun

Class: Plasma  
Mode: Standard  
Dmg: 2d10+12 (-1 per hex after range 10)  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+1/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

## HANGAR

0 Fighters  
2 Shuttles



("Little Hassle")

## FORWARD HITS

1-3: Deflector Shield  
4-5: Med Plasma Cannon  
6-9: Ultralight Plasma Cn  
10-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-4: Impulse Thruster  
5-7: Deflector Shield  
8-10: Ultralight Plasma Cn  
11-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-6: Warp Engine  
7: Tractor Beam  
8-10: Shield Generator  
11-12: Sensors  
13-14: Hangar  
15-16: Engine  
17-18: Reactor  
19-20: C&C

## SPECIAL NOTES

Atmospheric Capable  
Gravitic Drive System  
Impulse Drive

## SENSOR DATA

Defensive EW

Target #1

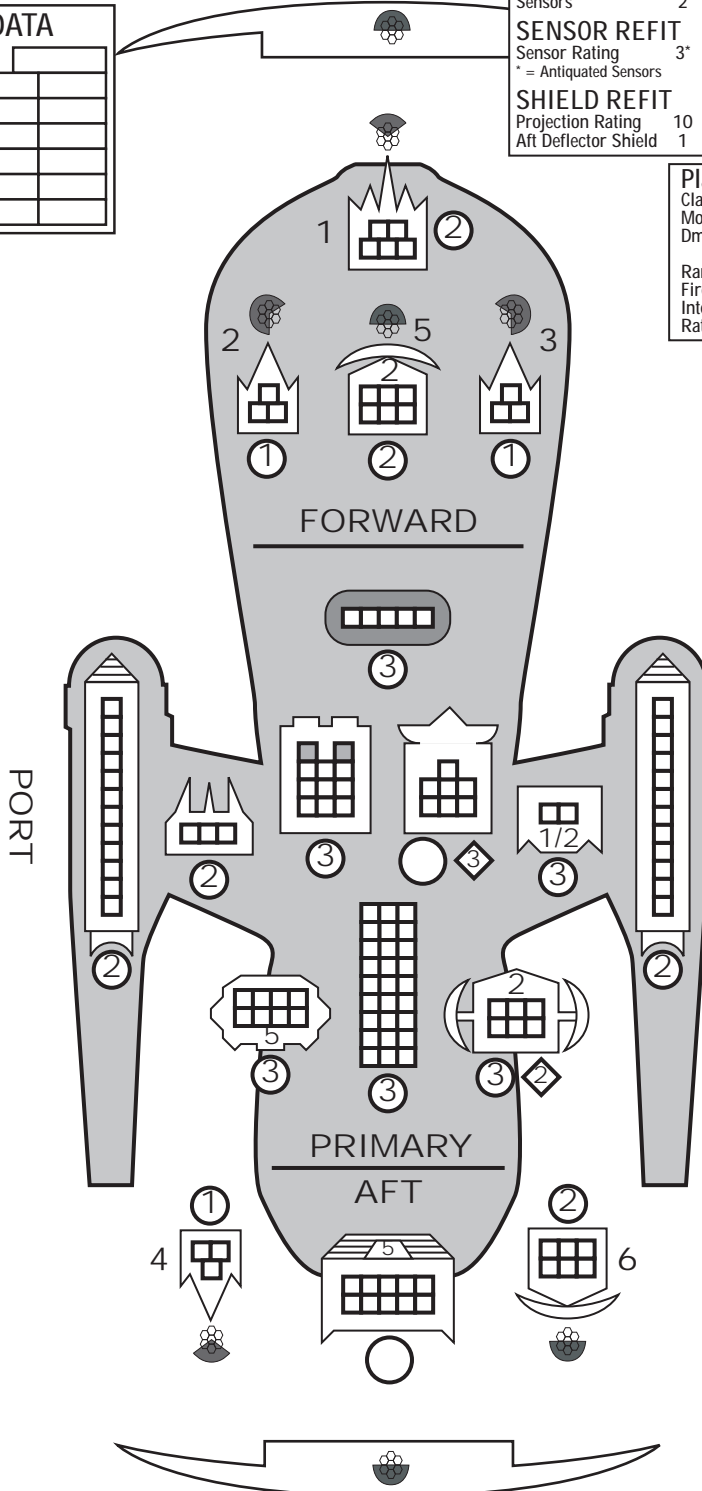
Target #2

Target #3

Target #4

Target #5

Target #6



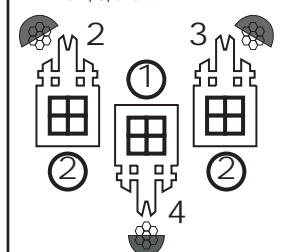
## ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Med Plasma Cannon
- Ultralight Plasma Cannon
- Plasma Drill
- Light Plasma Drill
- Plasma Shotgun

## 2130 Refit

Point Value: 235

1. Replace Ultralight Plasma Cannons 2, 3, and 4 with Light Plasma Drills 2, 3, and 4.



## 2157 Refit

(includes 2130 refit)

Point Value: 245

1. Replace Med Plasma Cannon 1 with Plasma Drill 1.



## 2172 Refit

(includes 2130 and 2157 refit)

Point Value: 250

1. Replace Plasma Drill 1 with Plasma Shotgun 1.
2. Increase Reactor size by 2.

