

Hirogen Destroyer

Heavy Destroyer; Commissioned: 2355

Hull Data

Structure: 25 [65 space][0 space remains]
 Size/Decks: 5/5
 Length/Height/Beam: 200/55/55 m
 Complement: 12

Tactical Data

Disruptors: GDM-4 (x3/C) [-9]
 Penetration: 4/4/4/0/0
 Torpedo Launchers: Mk 90 DF (x2/C) [-10]
 Photon Penetration: 5/5/5/5/5
 Other Weapon: Subnucleonic Beam [-5]
 Penetration: Special
 Deflector Shield: FSQ (D) [-11]
 Protection/Threshold: 17/2

Propulsion Data

Impulse System: FIG (.9c) (C) [-2]
 Warp System: LF-20 (6/7/9.2 MCU) (C) [-5]

Operational Data

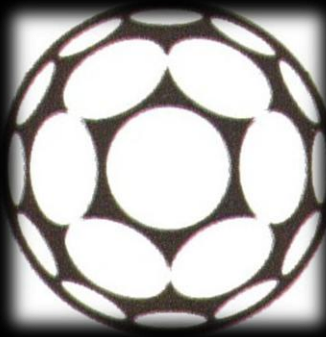
Atmosphere Capable: No [0]
 Cargo Units: 50 [0]
 Masking Device: Mono-Refracting Plating (Rating 14) [-5]
 Life Support: Class 2R (CC) [-6]
 Operations System: Class 2R (CC) [-6]
 Sensor System: Class 4a (+4/+3/+2/+1/0/DD) [-5]
 Separation System: No [0]
 Shuttlebay: No [0]
 Shuttlecraft: None
 Tractor Beams: 1 fv [0]
 Transporters: 3 standard, 2 emergency, 2 cargo [-1]

Miscellaneous Data

Maneuver Modifiers: +1C, +1H, +3T
 Traits: Intricate System (Masking Device) [+5]
 Monotanium Plating [-5]

Mission

The Destroyer's only mission is to seek out prey for the hunt.



Background

The Destroyer follows the shipbuilding philosophy of the Hirogen, emphasizing a combination of stealth and killing power. The Destroyer is an overall superior vessel to the older Hunter-class, possessing improved firepower, defenses, speed, and maneuverability.

Features

The Hunter is equipped with several disruptor arrays, providing good close-range firepower. Where the Destroyer truly shines is in its long-range firepower, for its Mk 90 DF photon torpedo launchers deal superior damage for a ship of its size. Unlike the smaller Hunter-class, the Destroyer has a more powerful shield grid, the equivalent to a Starfleet FSQ shield generator. When on the hunt for relics, the Destroyer, like other Hirogen vessels, relies on its subnucleonic beam, a weapon capable of simultaneously scanning and disabling a prey's critical ship systems.

The Destroyer, like all Hirogen vessels, comes equipped with special hull plating that makes the ship difficult to detect with sensors, as well as making it difficult for enemy starships to lock onto.

Interior of the Destroyer



Ships in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
Iden's Ship	N/A	Captured by the holographic prey, Iden, and used to attack and liberate other Hirogen space stations of their holographic prey (2377).

Appearances

<u>Series</u>	<u>Media</u>
VOY	T.V. "Flesh and Blood"

Availability

The Hirogen are a species native to the Delta Quadrant. More than 1,000 years ago they possessed a highly advanced and technological civilization. In the intervening years, their society has come to focus so much on the hunt that they are entirely nomadic and have no concept of a homeworld.

Group	Sensors	Operations	Propulsion	Weapons	Shields
Hirogen	+5	+20	-10	+20	+10

Note: Use this table to supplement Table 1.1 in the *Starships* supplement.

Alien Beam Weapon Costs

Type	Space	Offensive Value	Minimum Size	Availability
<i>Other Weapons</i>				
Subnucleonic Beam	Size	See below	5	2300

Note: Use this table to supplement Table 1.21 in the *Starships* supplement.

Subnucleonic Beam

The Subnucleonic Beam performs a rapid scan on the target that simultaneously disables several key systems.

Prerequisite: Class 3a or greater sensor system

Effect: A target ship's protection is increased by 5 for purposes of defending against this attack. If the target ship is hit, it is treated as though its status had just been analyzed by sensors (see the *Star Trek RPG Narrator's Guide* p. 102) and several systems (propulsion, operations, and weapons) must make a TN 12 reliability test or be rendered inoperable. Crew may attempt to bring inoperable systems back online using the rules on pp. 122 – 123 of the *Star Trek RPG Narrator's Guide*.

Iden's Ship alongside the Delta Flyer.

