



Romulan Stelai'Deletham Cruiser

SPECS

Class: Hvy Combat Vsl
In Service: 2155
Point Value: 400
Ramming Factor: 90
Warp Delay: 24 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 11
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +6

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

Plasma Drill

Class: Plasma
Mode: Piercing
Dmg: 2d10+10 (-1 per hex)
Range Penalty: -1 per hex
Fire Control: +2/+0/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Light Plasma Drill

Class: Plasma
Mode: Standard
Dmg: 1d10+6 (-1 per hex)
Range Penalty: -2 per hex
Fire Control: +1/+0/+0
Intercept Rating: n/a
Special: No overkill.

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	2	2	3	4	4	5	6	6	7	8	8

HANGAR

0 Fighters
2 Shuttles

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

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.

SIDE HITS

1-3: Impulse Thruster
4-5: Deflector Shield
6-9: Plasma Cannon
10: Light Plasma Drill
11-13: Warp Engine
14-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-10: Shield Generator
11-12: Sensors
13-14: Hangar
15-16: Engine
17-19: Reactor
20: C&C

SPECIAL NOTES

Special Hull Arrangement
(No Fwd/Aft Hits)
Gravitic Drive System
Impulse Drive

SENSOR DATA

Defensive EW

Target #1

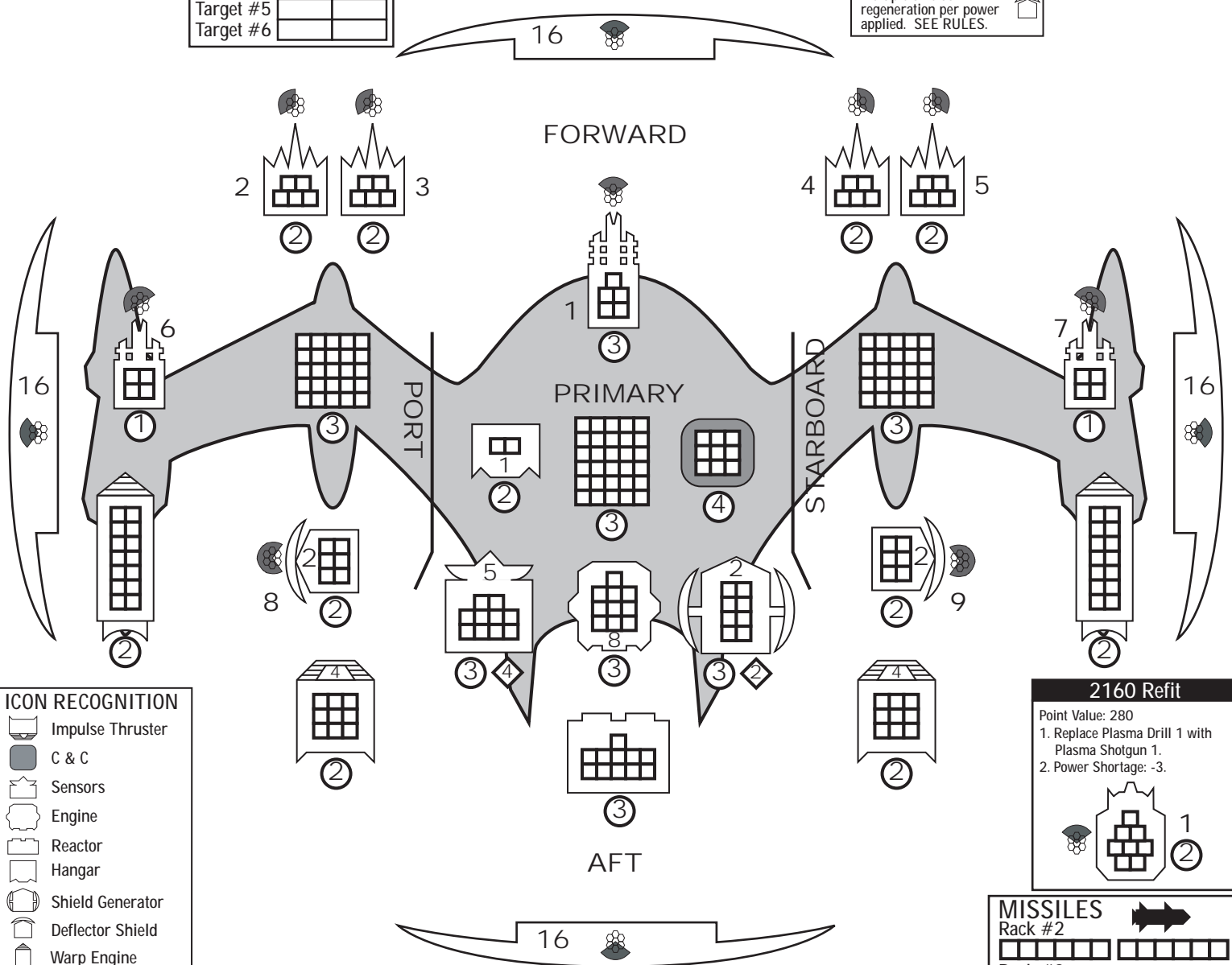
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Plasma Drill
- Light Plasma Drill
- Class-SO
- Missile Rack

2160 Refit

Point Value: 280
1. Replace Plasma Drill 1 with Plasma Shotgun 1.
2. Power Shortage: -3.



MISSILES

Rack #2									
Rack #3									
Rack #4									
Rack #5									