



Romulan D'Vaden Pacification Cruiser

SPECS

Class: Capital Ship
In Service: 2341
Point Value: 875
Ramming Factor: 270
Warp Delay: 8 Turns

MANEUVERING

Turn Cost: 3/2 Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 5+5 Thrust
Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 16
Engine Efficiency: 6/1
Extra Power: 0
Initiative Bonus: -1

WEAPON DATA

Plasma Torpedo
Class: Ballistic + Plasma
Mode: Standard
Dmg: 4d10+8 (-1 per 2 hexes)
Range Penalty: -1 per 4 hexes
Max Range: 45 hexes
Fire Control: +4/+2/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Heavy Disruptor

Class: Molecular
Mode: R, P
Damage: 2d10+22
Range Penalty: -1 per 3 hexes
Fire Control: +4/+2/-2
Intercept Rating: -1
Rate of Fire: 1 per 3 turns

Medium Disruptor

Class: Molecular
Mode: Standard
Damage: 1d10+10
Range Penalty: -1 per 2 hexes
Fire Control: +4/+2/-2
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

HANGAR

0 Fighters
4 Shuttles
8 Assault Shuttles

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.

FORWARD HITS

1-3: Deflector Shield
4-6: Plasma Torpedo
7-9: Heavy Disruptor
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-3: Medium Disruptor
4-6: Heavy Disruptor
7-10: Warp Engine
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-4: Impulse Thruster
5-7: Deflector Shield
8-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-10: Shield Generator
11: Cloaking Device
12: Tractor Beam
13-14: Sensors
15-16: Hangar
17-18: Engine
19: Reactor
20: C&C

SPECIAL NOTES

Limited Availability (33%)
Combat Transporters (+2)
8 Marine Contingents
Gravitic Drive System
Impulse Drive

SENSOR DATA

Defensive EW

Target #1

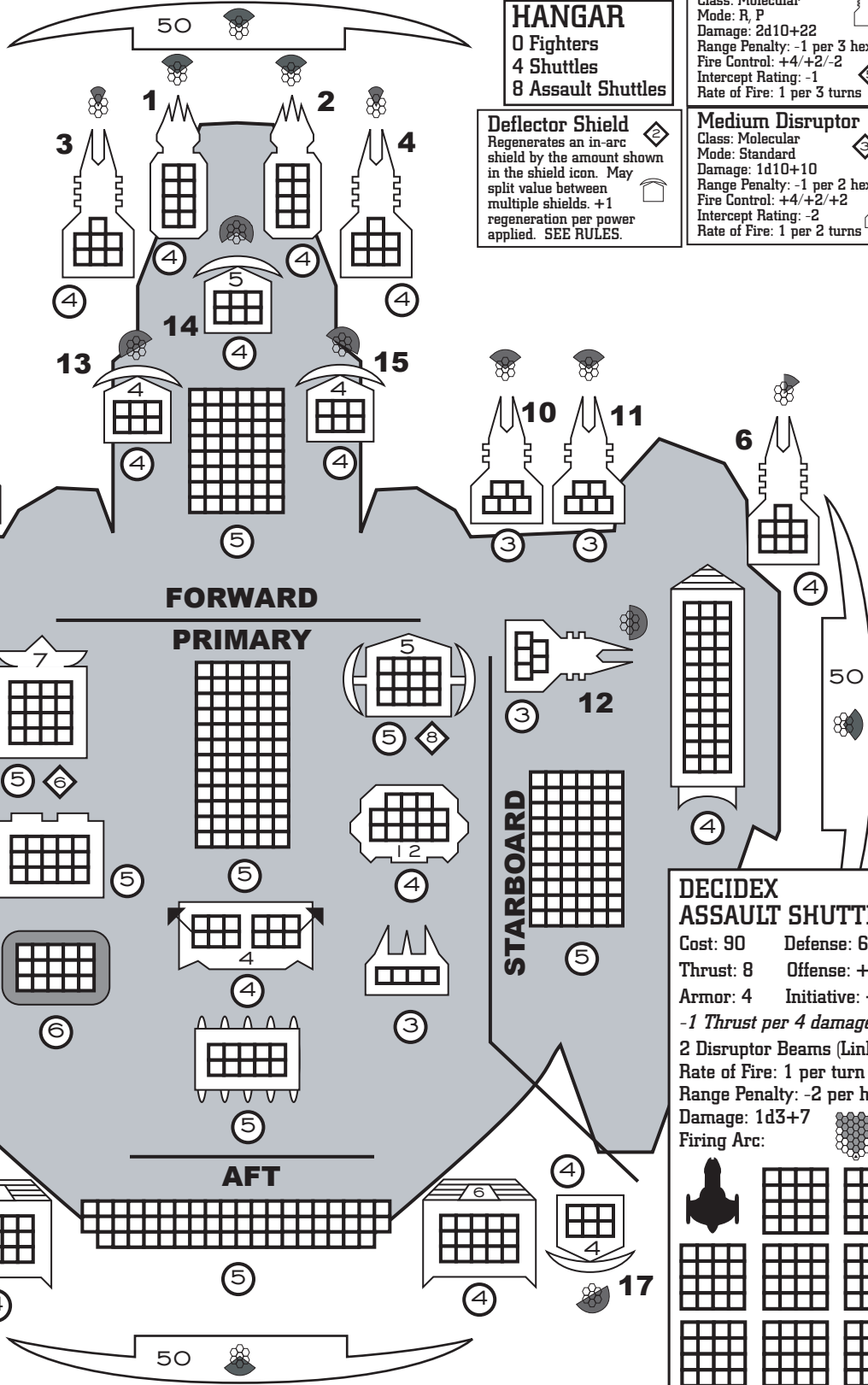
Target #2

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 Torpedo
- Heavy Disruptor
- Medium Disruptor

DECIDEX ASSAULT SHUTTLE

Cost: 90 Defense: 6/8
Thrust: 8 Offense: +4
Armor: 4 Initiative: +9
-1 Thrust per 4 damage
2 Disruptor Beams (Linked)
Rate of Fire: 1 per turn
Range Penalty: -2 per hex
Damage: 1d3+7
Firing Arc:

