



Romulan Sharekka Light Torpedo Warbird

SPECS

Class: Capital Ship
In Service: 2374
Point Value: 540
Ramming Factor: 180
Warp Delay: 4 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 17
Engine Efficiency: 4/1
Power Shortage: -3
Initiative Bonus: +2

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

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

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

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
4-5: Medium Disruptor
7-8: Plasma Torpedo
8-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-3: Impulse Thruster
4-6: Deflector Shield
7: Medium Disruptor
8: Plasma Torpedo
9-11: Warp Engine
12-18: Port/Stb Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

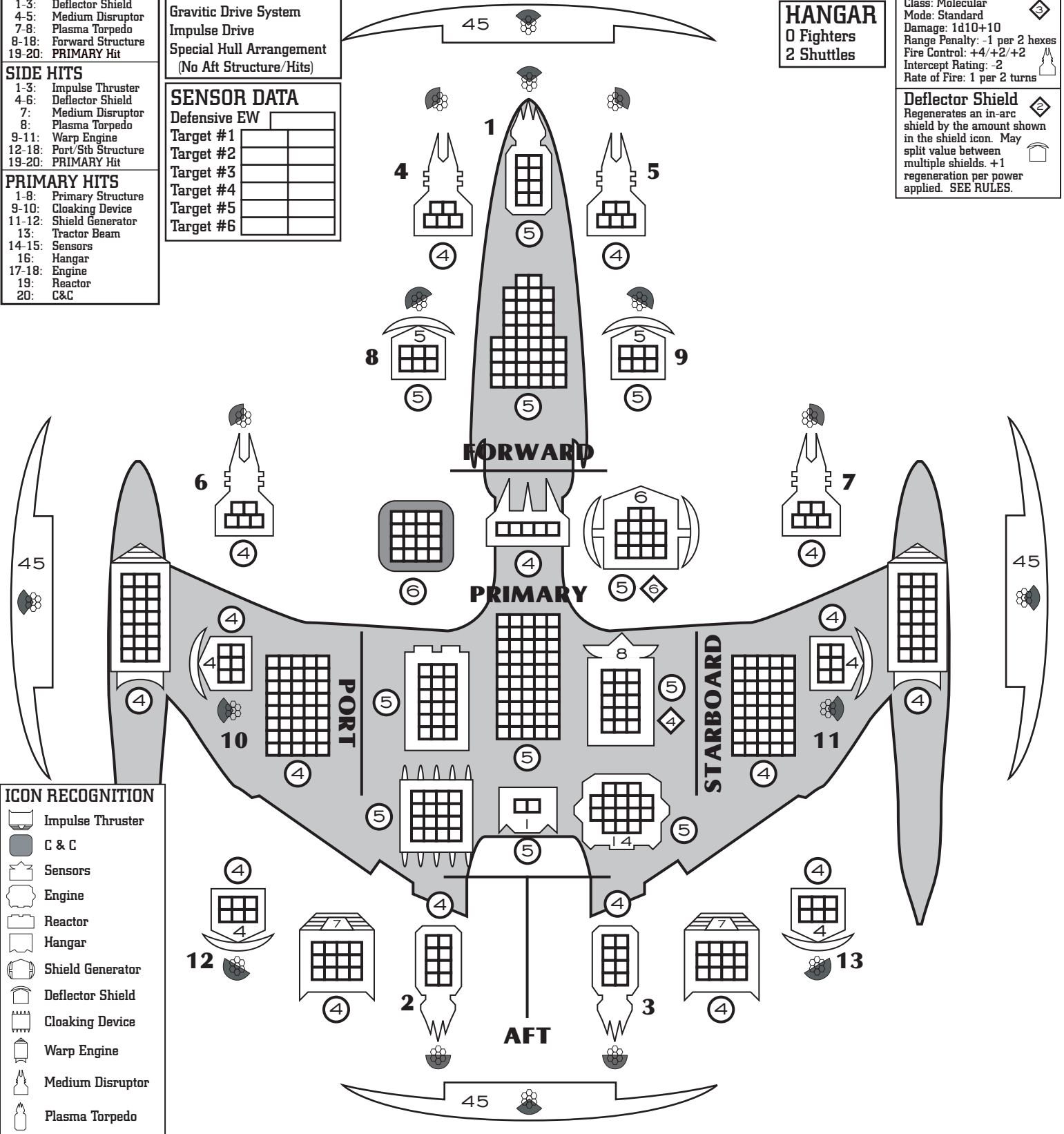
Target #4

Target #5

Target #6

HANGAR

0 Fighters
2 Shuttles



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Cloaking Device
- Warp Engine
- Medium Disruptor
- Plasma Torpedo