



# Romulan C'vangam Heavy Starbird

## SPECS

Class: Capital Ship  
In Service: 2337  
Point Value: 525  
Ramming Factor: 180  
Warp Delay: 6 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 13  
Sth/Port Defense: 15  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +0

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	2	3	4	4	5	6	6	7	8	8

## WEAPON DATA

### 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

### 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

### Light Disruptor

Class: Molecular  
Mode: Standard  
Damage: 1d6+6  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: -2  
Rate of Fire: 1 per turn

(Revenge)

## FORWARD HITS

1-3: Deflector Shield  
4-5: Heavy Disruptor  
6-8: Plasma Torpedo  
9-10: Light Disruptor  
11-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-3: Deflector Shield  
4-5: Medium Disruptor  
6-7: Light Disruptor  
8-11: Warp Engine  
12-18: Aft Structure  
19-20: PRIMARY Hit

## AFT HITS

1-3: Impulse Thruster  
4-5: Deflector Shield  
6-8: Medium Disruptor  
9-10: Light Disruptor  
11-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-5: Primary Structure  
6-7: Cloaking Device  
8-10: Tractor Beam  
11-12: Shield Generator  
13-14: Sensors  
15-16: Hangar  
17-18: Engine  
19: Reactor  
20: C&C

## SPECIAL NOTES

Limited Availability (33%)  
Gravitic Drive System  
Impulse Drive

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

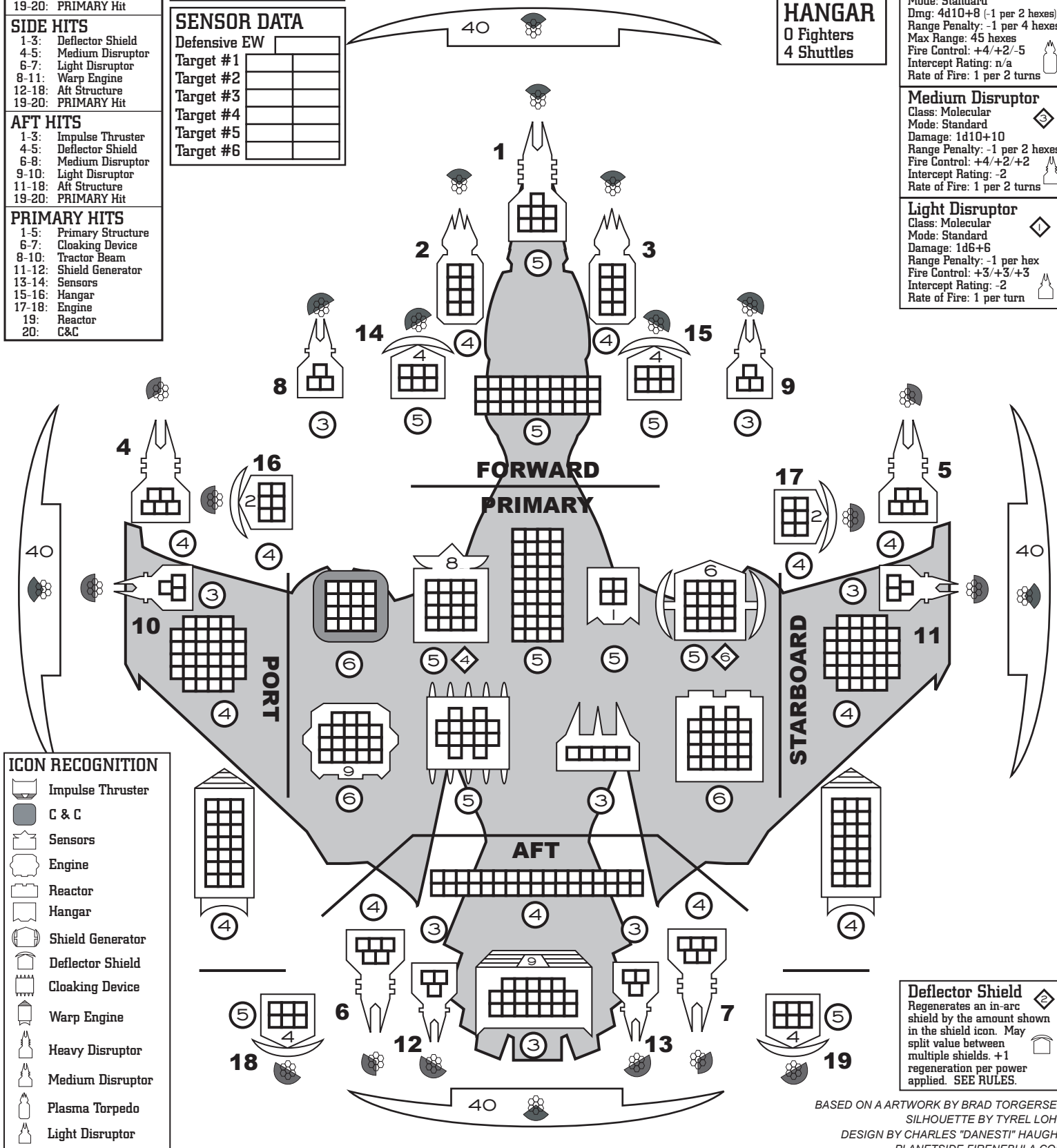
Target #5

Target #6

## HANGAR

0 Fighters

4 Shuttles



## ICON RECOGNITION

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

## 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.