



# Romulan D'Gallam War Cruiser

| SPECS                | MANEUVERING                | COMBAT STATS           |
|----------------------|----------------------------|------------------------|
| Class: Hvy Combat Vs | Turn Cost: 2/3 Speed       | Fwd/Aft Defense: 15    |
| In Service: 2292     | Turn Delay: 1/2 Speed      | Stb/Port Defense: 13   |
| Point Value: 600     | Accel/Decel Cost: 3 Thrust | Engine Efficiency: 3/1 |
| Ramming Factor: 140  | Pivot Cost: 2+2 Thrust     | Extra Power: 0         |
| Warp Delay: 9 Turns  | Roll Cost: 2+2 Thrust      | 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 7 8    |                        |
| Turn Delay           | 1 1 2 2 3 3 4 4 5 5 6 6    |                        |

| WEAPON DATA  |
|--|
| <b>Plasma Mortar</b>   |
| Class: Plasma  |
| Mode: Flash  |
| Dmg: 2d10+25 (-1 per hex)  |
| Max Range: 1 per hex after range 12  |
| Fire Control: +3/+0/-  |
| Intercept Rating: n/a  |
| Rate of Fire: 1 per 3 turns  |
| <b>Medium Disruptor</b>  |
| 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  |
| <b>Deflector Shield</b>  |
| 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. |

X-5H (Night Hawk)

| SIDE HITS                 |
|---------------------------|
| 1-3: Impulse Thruster     |
| 4-5: Deflector Shield     |
| 6-9: Medium Disruptor     |
| 10-11: Warp Engine        |
| 12-18: Port/Stb Structure |
| 19-20: PRIMARY Hit        |

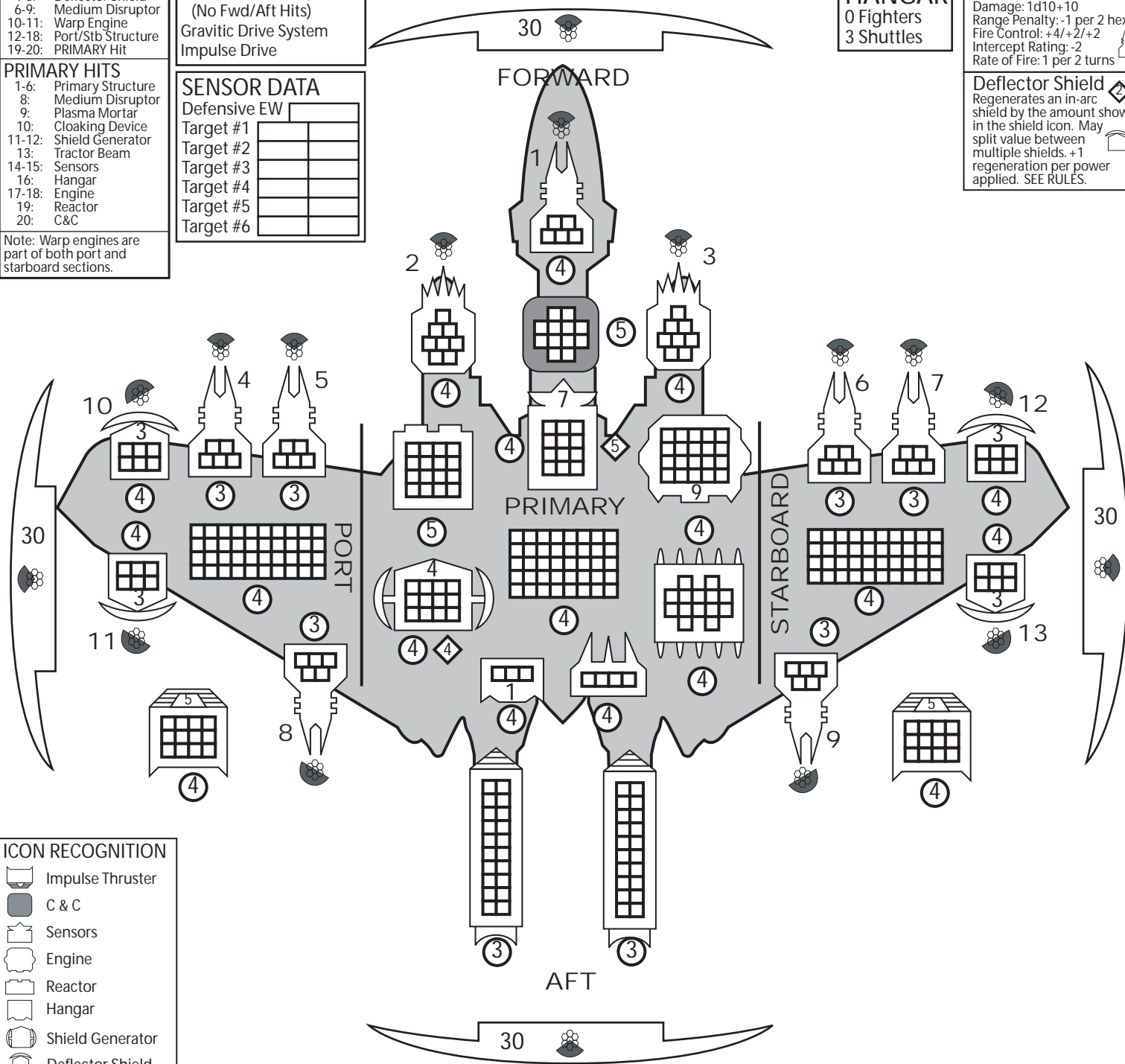
| SPECIAL NOTES                              |
|--|
| Special Hull Arrangement (No Fwd/Aft Hits) |
| Gravitic Drive System                      |
| Impulse Drive                              |













| PRIMARY HITS            |
|-------------------------|
| 1-6: Primary Structure  |
| 8: Medium Disruptor     |
| 9: Plasma Mortar        |
| 10: Cloaking Device     |
| 11-12: Shield Generator |
| 13: Tractor Beam        |
| 14-15: Sensors          |
| 16: Hangar              |
| 17-18: Engine           |
| 19: Reactor             |
| 20: C&C                 |

Note: Warp engines are part of both port and starboard sections.

| SENSOR DATA  |
|--------------|
| Defensive EW |
| Target #1    |
| Target #2    |
| Target #3    |
| Target #4    |
| Target #5    |
| Target #6    |

**HANGAR**  
0 Fighters  
3 Shuttles



| ICON RECOGNITION  |                  |
|---|------------------|
|  | Impulse Thruster |
|  | C & C            |
|  | Sensors          |
|  | Engine           |
|  | Reactor          |
|  | Hangar           |
|  | Shield Generator |
|  | Deflector Shield |
|  | Cloaking Device  |
|  | Warp Engine      |
|  | Medium Disruptor |
|  | Plasma Mortar    |