



Romulan D'nei'rrh Warbird

SPECS

Class: Capital Ship
In Service: 2374
Point Value: 1200
Ramming Factor: 350
Warp Delay: 3 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 3/2 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 18
Stb/Port Defense: 18
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +0

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

Disruption Bolt

Class: Molecular
Mode: Standard
Damage: 16
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/+1
Intercept Rating: -2
Rate of Fire: 1 per 2 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

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.

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

HANGAR

0 Fighters
8 Shuttles

FORWARD HITS

1-2: Deflector Shield
3-4: Plasma Torpedo
5-6: Disruption Bolt
7-8: Medium Disruptor
9-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-2: Impulse Thruster
3: Deflector Shield
4-5: Hvy Disruption Bolt
6-8: Medium Disruptor
9-11: Warp Engine
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-4: Impulse Thruster
5-6: Deflector Shield
7-8: Medium Disruptor
9-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-7: Primary Structure
8-9: Cloaking Device
10-11: Shield Generator
12: Tractor Beam
13-14: Sensors
15: Hangar
16-17: Engine
18-19: Reactor
20: C&C

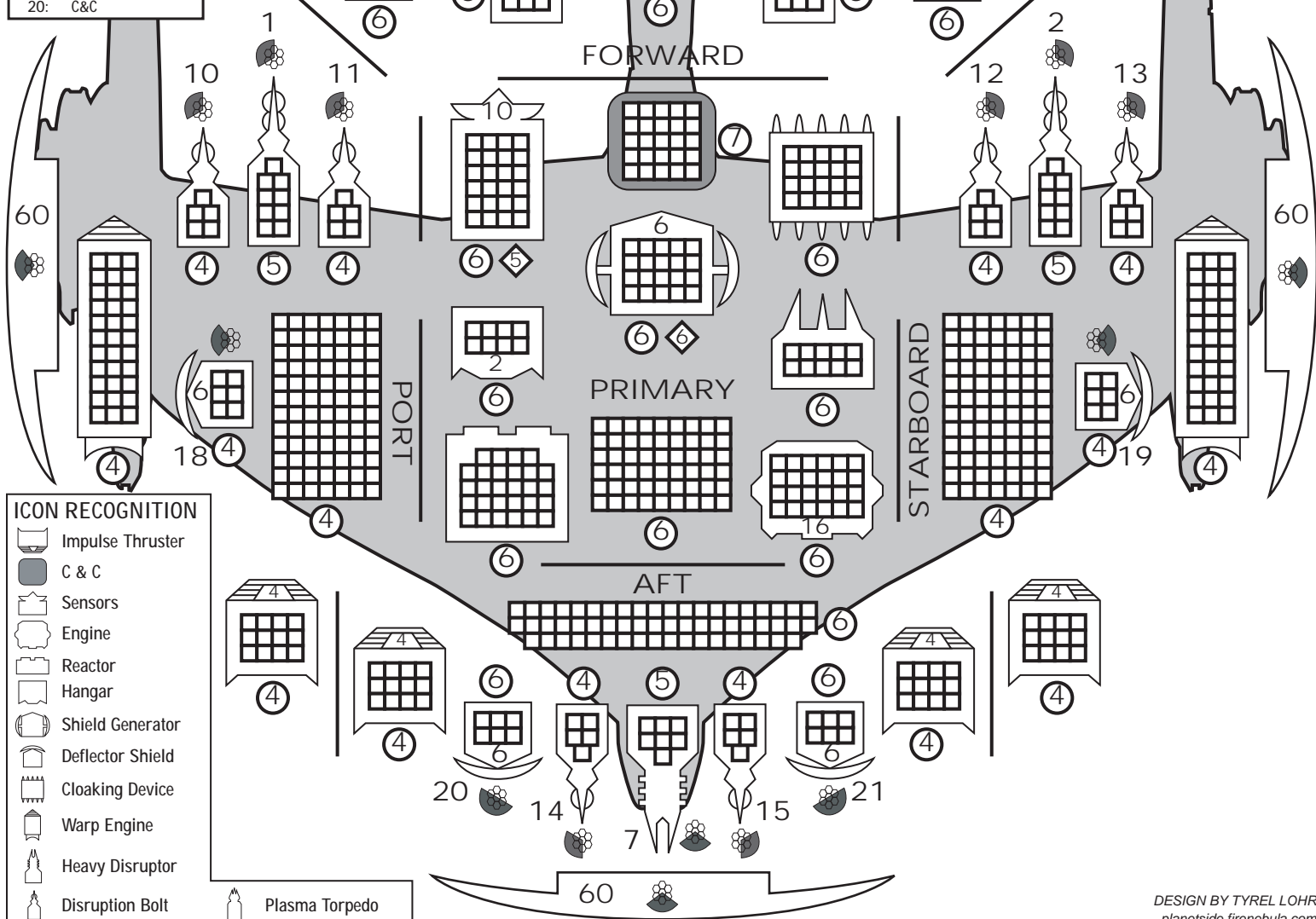
SPECIAL NOTES

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
- Cloaking Device
- Warp Engine
- Heavy Disruptor
- Disruption Bolt
- Plasma Torpedo