

Romulan Vas'Deletham Heavy Cruiser

SPECS

Class: Capital Ship
In Service: 2276
Point Value: 650
Ramming Factor: 200
Warp Delay: 9 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 13
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +6

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

Plasma Mortar
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

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
4-6: Plasma Mortar
7-9: Medium Disruptor
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Medium Disruptor
5-7: Warp Engine
8-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-4: Impulse Thruster
5-7: Deflector Shield
8-10: Medium Disruptor
11-18: 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
15-16: Hangar
17-18: Engine
19: Reactor
20: C&C

V-30 (Winged Defender)

SPECIAL NOTES

Gravitic Drive System
Impulse Drive

SENSOR DATA

Defensive EW

Target #1

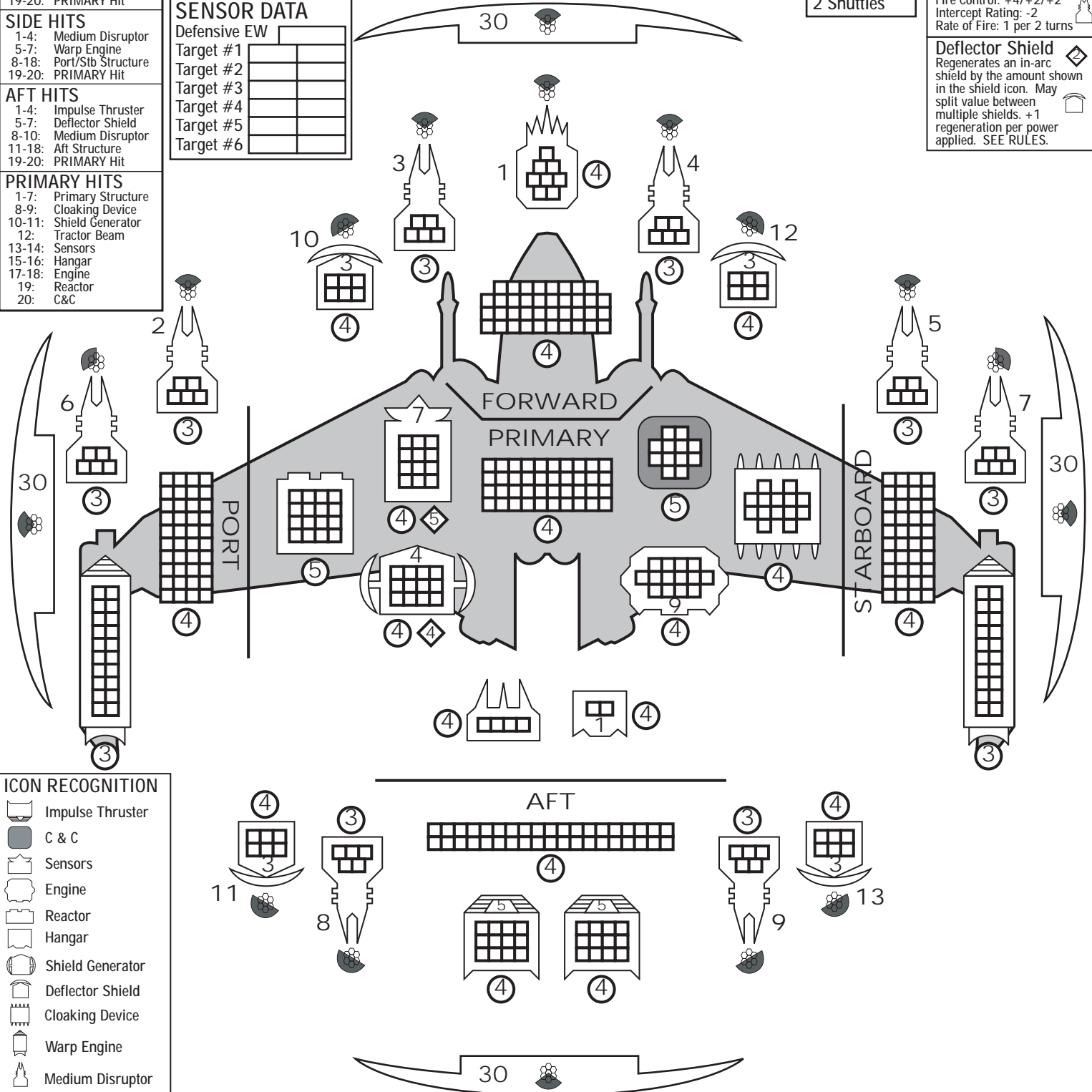
Target #2

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
- Medium Disruptor
- Plasma Mortar