



# Romulan D'deridex Warbird

## SPECS

Class: Capital Ship  
 In Service: 2345  
 Point Value: 1525  
 Ramming Factor: 500  
 Warp Delay: 4 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
 Turn Delay: 1 x Speed  
 Accel/Decel Cost: 5 Thrust  
 Pivot Cost: 4+4 Thrust  
 Roll Cost: 4+4 Thrust

## COMBAT STATS

Fwd/Aft Defense: 17  
 Stb/Port Defense: 18  
 Engine Efficiency: 5/1  
 Extra Power: +12  
 Initiative Bonus: +0

## WEAPON DATA

**Heavy Disruptor Lance**  
 Class: Molecular  
 Mode: R, S  
 Damage: 3d10+48  
 +4 power: 3d10+56  
 +8 power: 3d10+64  
 Range Penalty: -1 per 4 hexes  
 Fire Control: +4/+2/-2  
 Intercept Rating: -1  
 Rate of Fire: 1 per 3 turns  
*Can fire as two heavy disruptors at the same or different targets.*

**Heavy Disruptor**  
 Class: Molecular  
 Mode: R, P  
 Damage: 2d10+24  
 +3 power: 2d10+30  
 +6 power: 2d10+36  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +4/+2/-2  
 Intercept Rating: -1  
 Rate of Fire: 1 per 3 turns

**Medium Disruptor**  
 Class: Molecular  
 Mode: Standard  
 Damage: 1d10+12  
 +2 power: 1d10+16  
 +4 power: 1d10+20  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +4/+2/+2  
 Intercept Rating: -1  
 Rate of Fire: 1 per 2 turns

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	1	2	3	4	5	6	7	8	9	10	11	12

## HANGAR

0 Fighters  
 8 Shuttles

## SHIELD CHART

Shield Capacity	Max Absorb
120 - 91	60
90 - 61	45
60 - 31	30
30 - 0	15

**FORWARD HITS**  
 1-3: Deflector Shield  
 4-6: Plasma Torpedo  
 7-8: Hvy Disruptor Lance  
 9-10: Heavy Disruptor  
 11-18: Forward Structure  
 19-20: PRIMARY Hit

**SIDE HITS**  
 1-3: Impulse Thruster  
 4-5: Deflector Shield  
 6-7: Medium Disruptor  
 8-10: Warp Engine  
 11-18: Port/Stb Structure  
 19-20: PRIMARY Hit

**AFT HITS**  
 1-4: Impulse Thruster  
 5-7: Deflector Shield  
 8-9: Medium Disruptor  
 10-18: Aft Structure  
 19-20: PRIMARY Hit

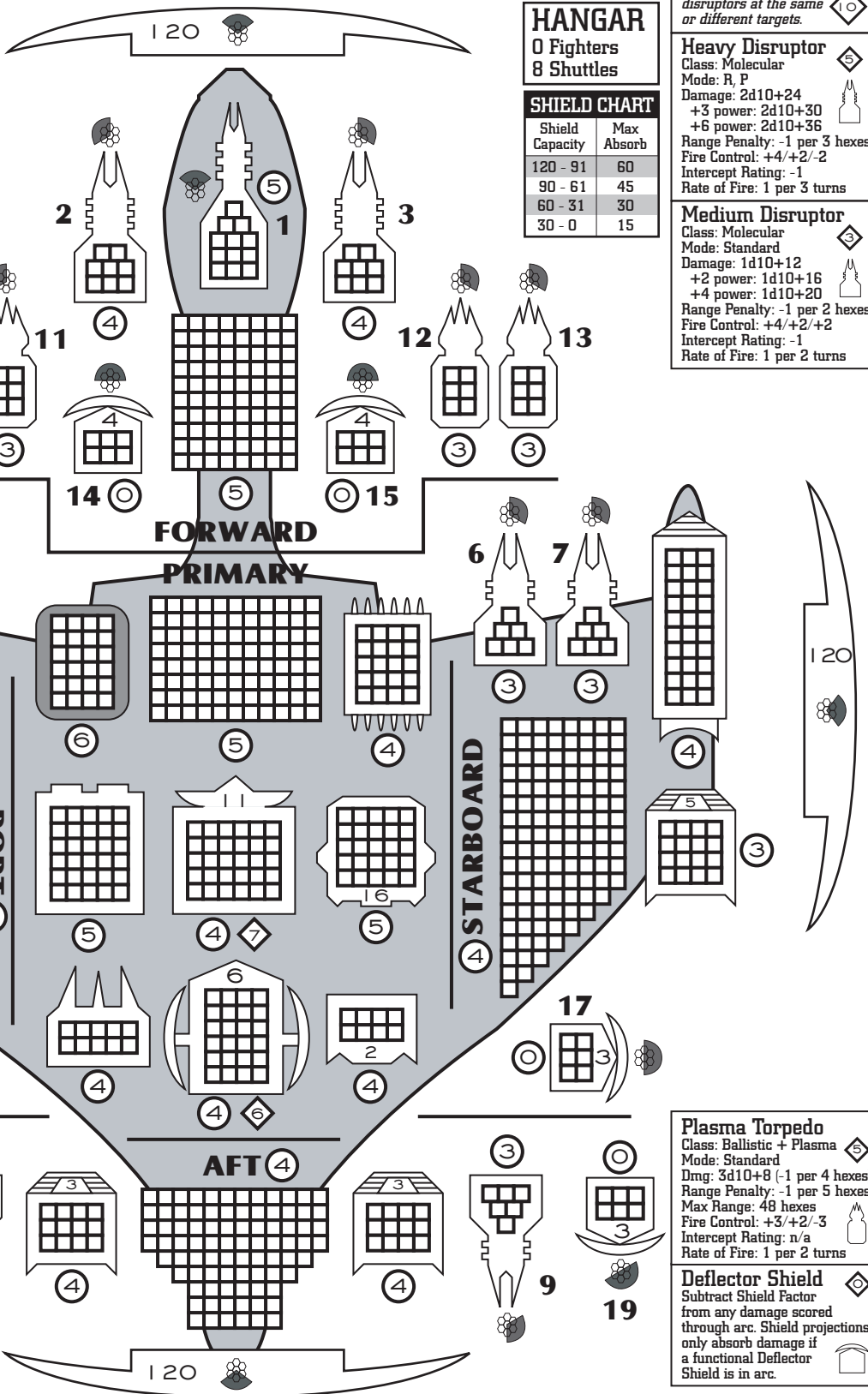
**PRIMARY HITS**  
 1-8: Primary Structure  
 9-10: Cloaking Device  
 11: Tractor Beam  
 12-13: Shield Generator  
 14-15: Sensors  
 16: Hangar  
 17-18: Engine  
 19: Reactor  
 20: C&C

**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
- Tractor Beam
- Heavy Disruptor Lance
- Heavy Disruptor
- Medium Disruptor
- Plasma Torpedo

**Plasma Torpedo**  
 Class: Ballistic + Plasma  
 Mode: Standard  
 Dmg: 3d10+8 (-1 per 4 hexes)  
 Range Penalty: -1 per 5 hexes  
 Max Range: 48 hexes  
 Fire Control: +3/+2/-3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns

**Deflector Shield**  
 Subtract Shield Factor from any damage scored through arc. Shield projections only absorb damage if a functional Deflector Shield is in arc.