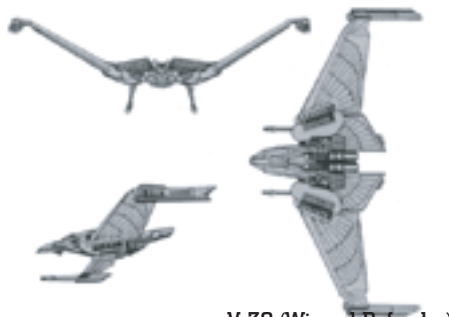




# Romulan Vas'Deletham-P Torpedo Cruiser

<b>SPECS</b> Class: Capital Ship In Service: 2283 Point Value: 750 Ramming Factor: 170 Warp Delay: 8 Turns	<b>MANEUVERING</b> 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	<b>COMBAT STATS</b> Fwd/Aft Defense 15 Stb/Port Defense 13 Engine Efficiency: 3/1 Extra Power: +2 Initiative Bonus: +2
Speed	1 2 3 4 5 6 7 8 9 10 11 12	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	1 2 2 3 4 4 5 6 6 7 8 8
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	1 1 2 2 3 3 4 4 5 5 6 6

<b>WEAPON DATA</b> <b>Photon Torpedo</b> Class: Ballistic + Antimatter Mode: Standard Damage: X+10 Max X: 20 Range Penalty: -1 per 5 hexes Max Range: 50 hexes Fire Control: +3/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
<b>Medium Disruptor</b> 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
<b>Deflector Shield</b> Class: Molecular Subtract Shield Factor from any damage scored through arc. Shield projections only absorb damage if a functional Deflector Shield is in arc.



V-30 (Winged Defender)

**SIDE HITS**

1-3: Deflector Shield  
4-5: Photon Torpedo  
6-8: Medium Disruptor  
9-12: Warp Engine  
13-18: Port/Stb Structure  
19-20: PRIMARY Hit

**SPECIAL NOTES**  
Limited Deployment (33%)  
Until Y2300, then Unlimited  
Gravitic Drive System  
Impulse Drive  
Special Hull Arrangement  
(No Fwd Hits or Structure)

**AFT HITS**

1-5: Impulse Thruster  
6-7: Deflector Shield  
8-9: Photon Torpedo  
10-11: Medium Disruptor  
12-18: Aft Structure  
19-20: PRIMARY Hit

**SENSOR DATA**

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

**PRIMARY HITS**

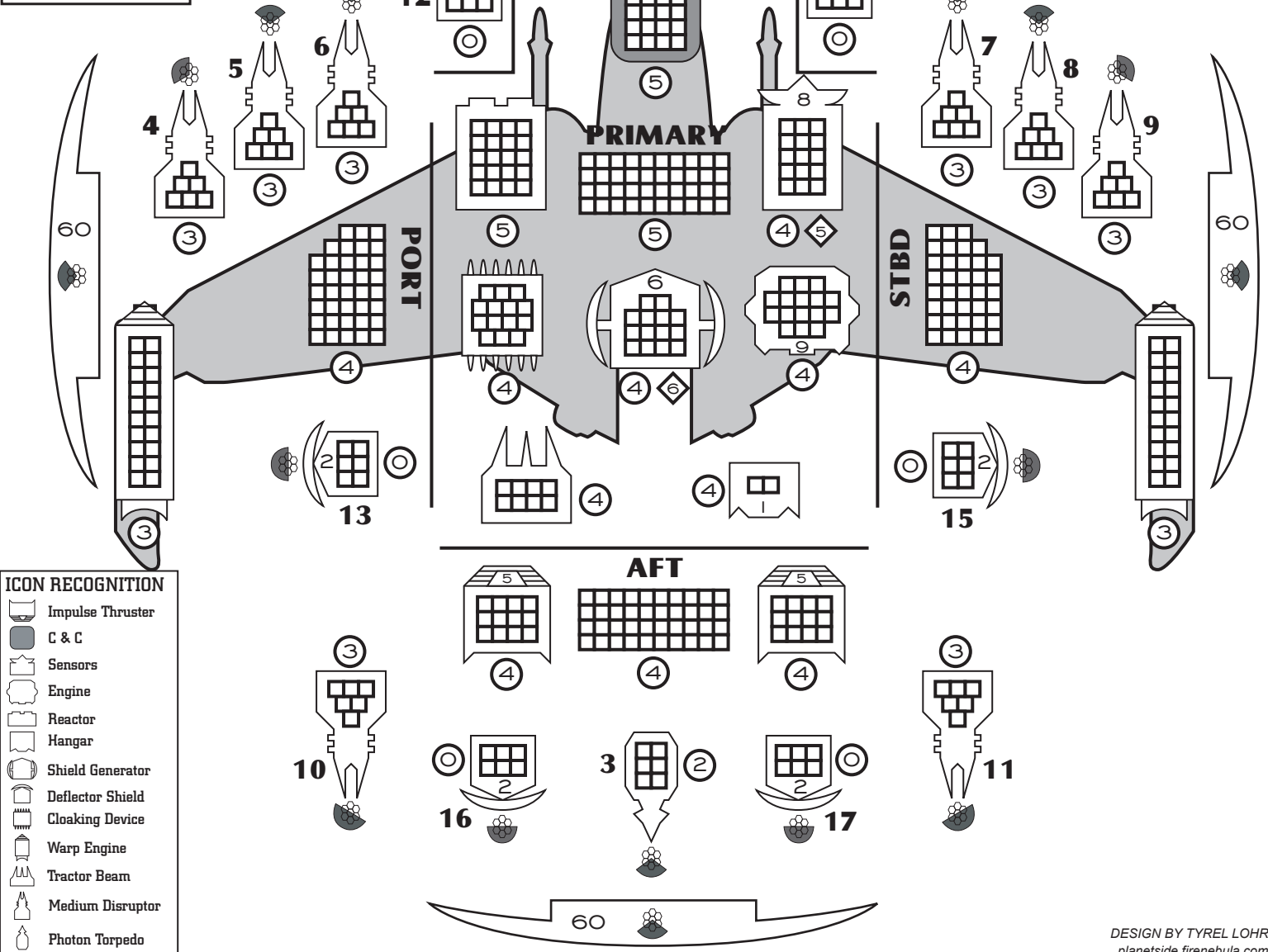
1-8: Primary Structure  
9-10: Cloaking Device  
11: Tractor Beam  
12-13: Shield Generator  
14-15: Sensors  
16: Hangar  
17-18: Engine  
19: Reactor  
20: C&C

Note: Fwd Photon Torpedoes are part of both side sections.

**HANGAR**  
0 Fighters  
2 Shuttles

**SHIELD CHART**

Shield Capacity	Max Absorb
60 - 46	30
45 - 31	23
30 - 16	15
15 - 0	8



**ICON RECOGNITION**

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Cloaking Device
- Warp Engine
- Tractor Beam
- Medium Disruptor
- Photon Torpedo