



Romulan Vas'Kalabam Battlecruiser

SPECS

Class: Capital Ship
 In Service: 2268
 Point Value: 730
 Ramming Factor: 170
 Warp Delay: 8 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense 14
 Stb/Port Defense 15
 Engine Efficiency: 3/1
 Extra Power: +9
 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 | 8 | 8 |
| Turn Delay | 1 | 2 | 2 | 3 | 4 | 4 | 5 | 6 | 6 | 7 | 8 | 8 |

WEAPON DATA

Plasma Mortar
 Class: Plasma
 Mode: Flash
 Dmg: 6d10+25 (-2 per hex)
 Max Range: -1 per hex after range 12
 Fire Control: +4/+1/-
 Intercept Rating: n/a
 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

Light Disruptor
 Class: Molecular
 Mode: Standard
 Damage: 1d6+6
 +2 power: 1d6+8
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn

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



V-11 (Stormbird)

SIDE HITS

- 1-3: Deflector Shield
- 4: Plasma Mortar
- 5-6: Medium Disruptor
- 7: Light Disruptor
- 8-10: Warp Engine
- 11-18: Port/Stb Structure
- 19-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

- 1-6: Primary Structure
- 7-8: Cloaking Device
- 9: Tractor Beam
- 10-11: Shield Generator
- 12-14: Sensors
- 15-16: Hangar
- 17-18: Engine
- 19: Reactor
- 20: C&C

Note: Plasma Mortar and forward Deflector Shield are part of both Port and Stb sides.

SPECIAL NOTES

Gravitic Drive System
 Impulse Drive
 Special Hull Arrangement
 (No Fwd Hits or Structure)

SENSOR DATA

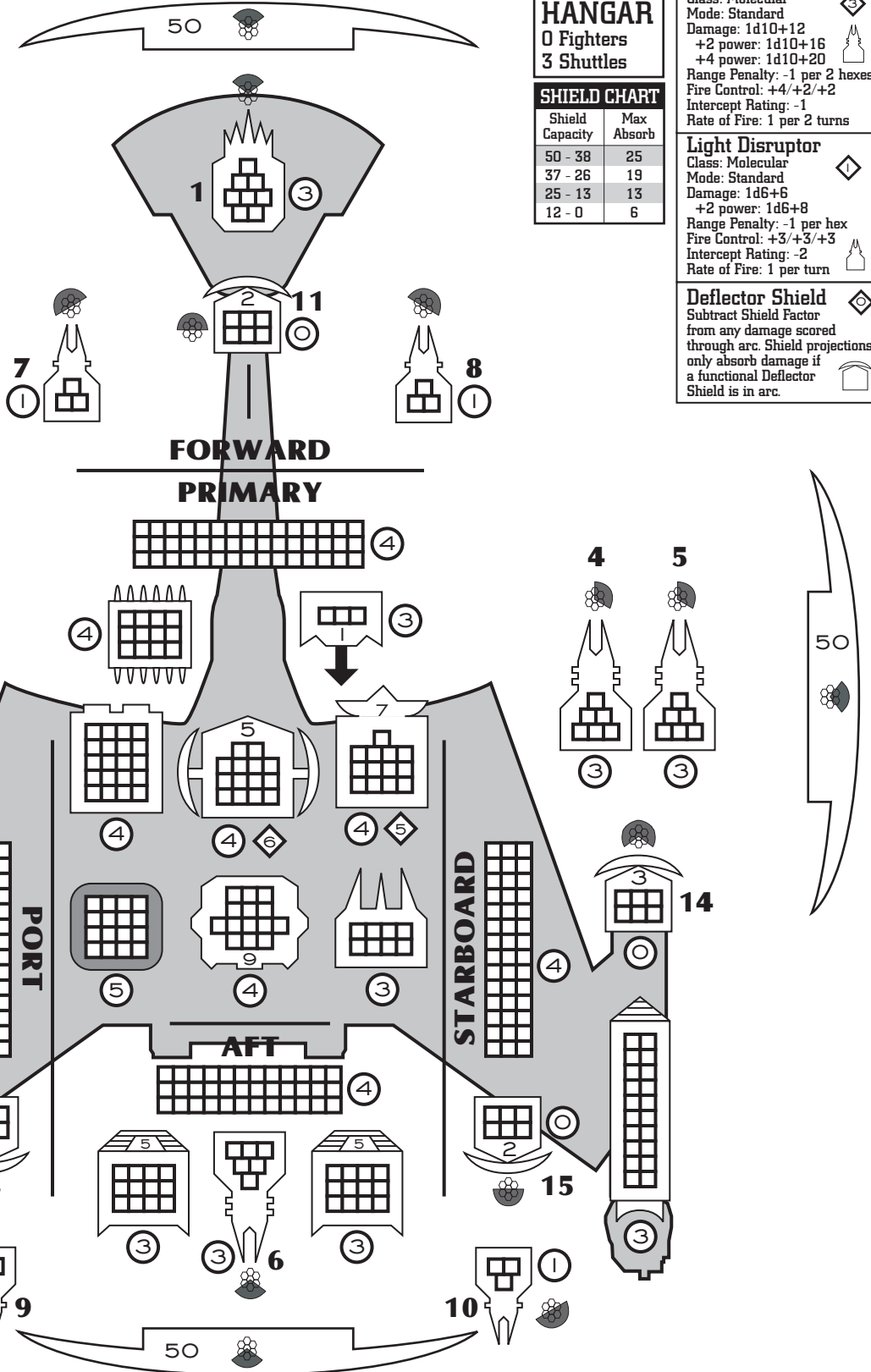
| | |
|--------------|--|
| Defensive EW | |
| Target #1 | |
| Target #2 | |
| Target #3 | |
| Target #4 | |
| Target #5 | |
| Target #6 | |

HANGAR

0 Fighters
 3 Shuttles

SHIELD CHART

| Shield Capacity | Max Absorb |
|-----------------|------------|
| 50 - 38 | 25 |
| 37 - 26 | 19 |
| 25 - 13 | 13 |
| 12 - 0 | 6 |



ICON RECOGNITION

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