

Romulan A'Vara Heavy Cruiser

SPECS		MANEUVERING		COMBAT STATS									
Class: Hvy Combat Vsl		Turn Cost: 2/3 Speed		Fwd/Aft Defense: 14									
In Service: 2278		Turn Delay: 2/3 Speed		Stb/Port Defense: 13									
Point Value: 525		Accel/Decel Cost: 2 Thrust		Engine Efficiency: 5/1									
Ramming Factor: 140		Pivot Cost: 2+2 Thrust		Extra Power: 0									
Warp Delay: 8 Turns		Roll Cost: 2+2 Thrust		Initiative Bonus: +6									
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	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8	8

WEAPON DATA	
Plasma Mortar	
Class: Plasma	5
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	3
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
- 7-10: Medium Disruptor
- 11-18: Forward Structure
- 19-20: PRIMARY Hit

SPECIAL NOTES

Gravitic Drive System
Impulse Drive

AFT HITS

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

SENSOR DATA

Defensive EW

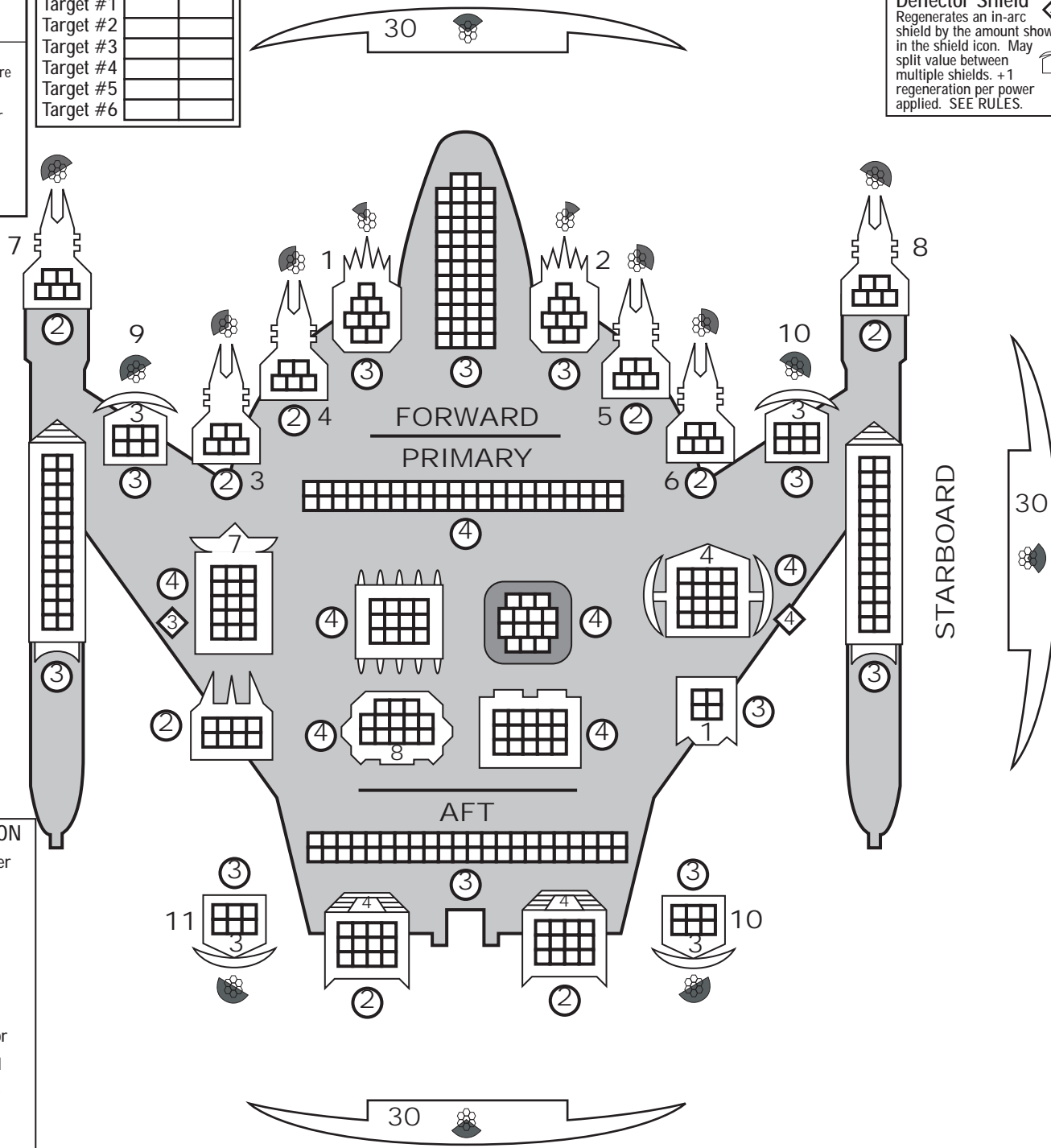
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR

0 Fighters
4 Shuttles

PRIMARY HITS

- 1-5: Primary Structure
- 6-10: Warp Engine
- 11: Cloaking Device
- 12-13: Shield Generator
- 14: Tractor Beam
- 15-16: Sensors
- 17: Hangar
- 18: Engine
- 19: Reactor
- 20: C&C



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Cloaking Device
- Warp Engine
- Plasma Mortar
- Medium Disruptor