



Romulan KR Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2264	Turn Delay: 2/3 Speed	Stb/Port Defense: 14
Point Value: 340	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 4/1
Ramming Factor: 105	Pivot Cost: 3+3 Thrust	Extra Power: 0
Warp Delay: 12 Turns	Roll Cost: 2+2 Thrust	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 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: 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
Light Disruptor	Class: Molecular Mode: Standard Damage: 1d6+6 Range Penalty: -1 per hex Fire Control: +3/+3/+3 Intercept Rating: -2 Rate of Fire: 1 per turn

FORWARD HITS	
1-3:	Deflector Shield
4-5:	Photon Torpedo
6-7:	Medium Disruptor
8-11:	Light Disruptor
12-18:	Forward Structure
19-20:	PRIMARY Hit

AFT HITS	
1-4:	Main Thrust
5-6:	Deflector Shield
7-9:	Light Disruptor
10-12:	Warp Engine
13-18:	Aft Structure
19-20:	PRIMARY Hit

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

SPECIAL NOTES	
Antiquated Sensors	
Gravitic Drive System	
Impulse Drive	

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR
0 Fighters
2 Shuttles

