

# Romulan Morlasasi Stelam Dreadnought

## SPECS

Class: Capital Ship  
 In Service: 2280  
 Point Value: 600  
 Raming Factor: 190  
 Warp Delay: 8 Turns

## MANEUVERING

Turn Cost: 2/3 Speed  
 Turn Delay: 1 x Speed  
 Accel/Decel Cost: 3 Thrust  
 Pivot Cost: 3+3 Thrust  
 Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 15  
 Stb/Port Defense: 16  
 Engine Efficiency: 4/1  
 Power Shortage: -16  
 Initiative Bonus: +0

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	3	4	5	6	7	8	9	10	11	12

## WEAPON DATA

**Heavy Blast Beam**  
 Class: Particle  
 Mode: Raking (8)  
 Dmg: 1d10+16 (-1 per 2 hexes)  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +3/+2/-3  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns  
 Special: If an extra 3 power is applied, increase damage to 2d10+18; requires one turn cooldown after firing.

## Light Photon Torpedo

Class: Ballistic + Antimatter  
 Mode: Standard  
 Damage: X+10  
 Max X: 10  
 Range Penalty: None  
 Max Range: 35 hexes  
 Fire Control: +3/+1/-2  
 Intercept Rating: n/a  
 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.

**HANGAR**  
 0 Fighters  
 8 Shuttles

Z-1 (Nova)

**FORWARD HITS**  
 1-2: Deflector Shield  
 3-5: Lt Photon Torpedo  
 6-8: Heavy Blast Beam  
 9-18: Forward Structure  
 19-20: PRIMARY Hit

**SIDE HITS**  
 1-2: Lt Photon Torpedo  
 3-7: Heavy Blast Beam  
 8-10: Warp Engine  
 11-18: Port/Stb Structure  
 19-20: PRIMARY Hit

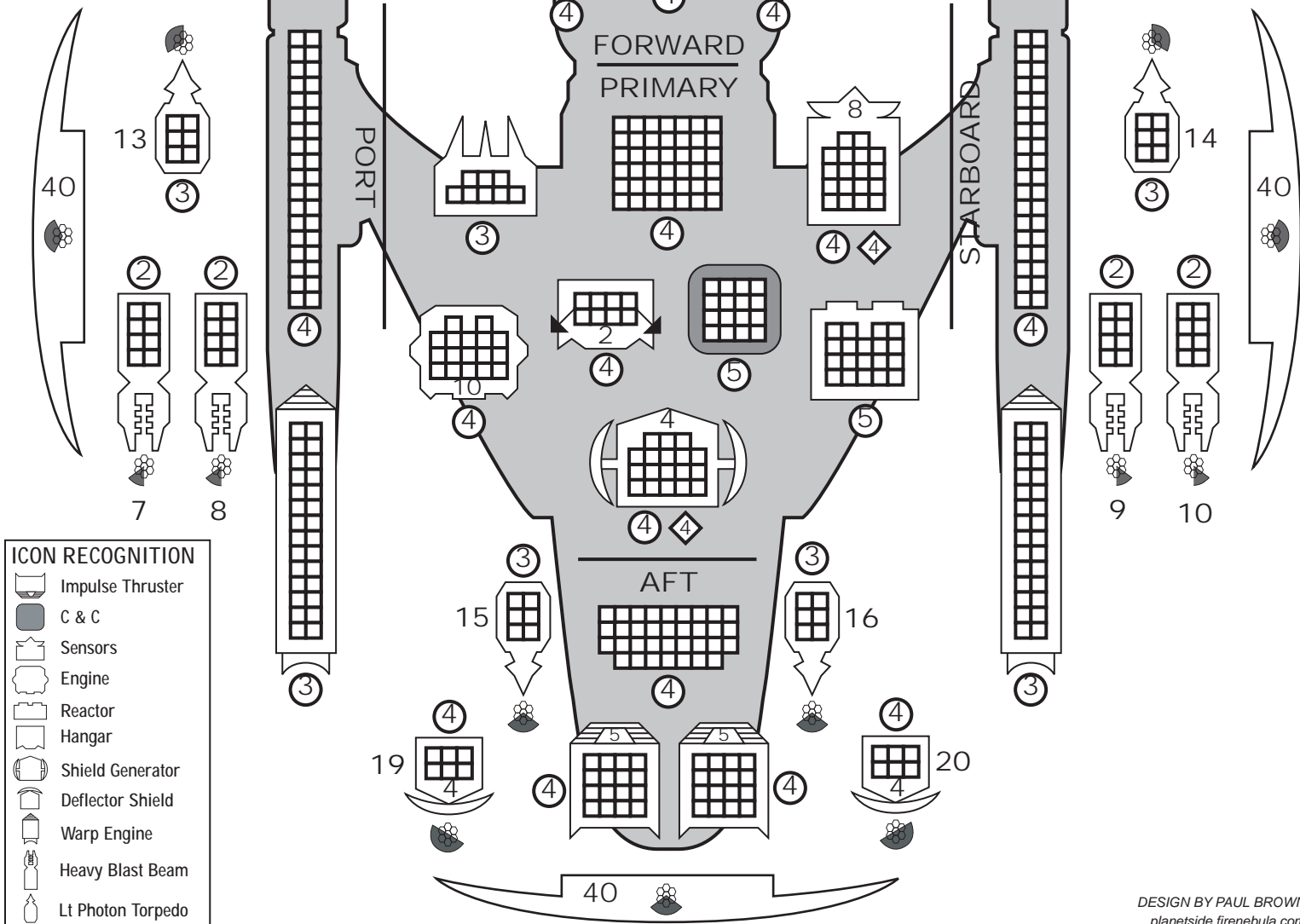
**AFT HITS**  
 1-4: Impulse Thruster  
 5-6: Deflector Shield  
 7-8: Lt Photon Torpedo  
 9-18: Aft Structure  
 19-20: PRIMARY Hit

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

**SPECIAL NOTES**  
 Limited Availability (33%)  
 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
- Warp Engine
- Heavy Blast Beam
- Lt Photon Torpedo