



Romulan Ralaaram Ocala Light Cruiser



Z-5 (Skyfire)

SPECS		MANEUVERING		COMBAT STATS									
Class: Hvy Combat Vsl		Turn Cost: 1/2 Speed		Fwd/Aft Defense: 13									
In Service: 2250		Turn Delay: 1/2 Speed		Stb/Port Defense: 14									
Point Value: 375		Accel/Decel Cost: 2 Thrust		Engine Efficiency: 2/1									
Ramming Factor: 80		Pivot Cost: 2+2 Thrust		Power Shortage: -4									
Warp Delay: 16 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	1	2	2	3	3	4	4	5	5	6	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6	6

WEAPON DATA	
Light Plasma Mortar	
Class: Plasma	3
Mode: Flash	
Dmg: 2d10+12 (-1 per hex)	
Max Range: -1 per hex after range 8	
Fire Control: +2/+0/-	🔥
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	

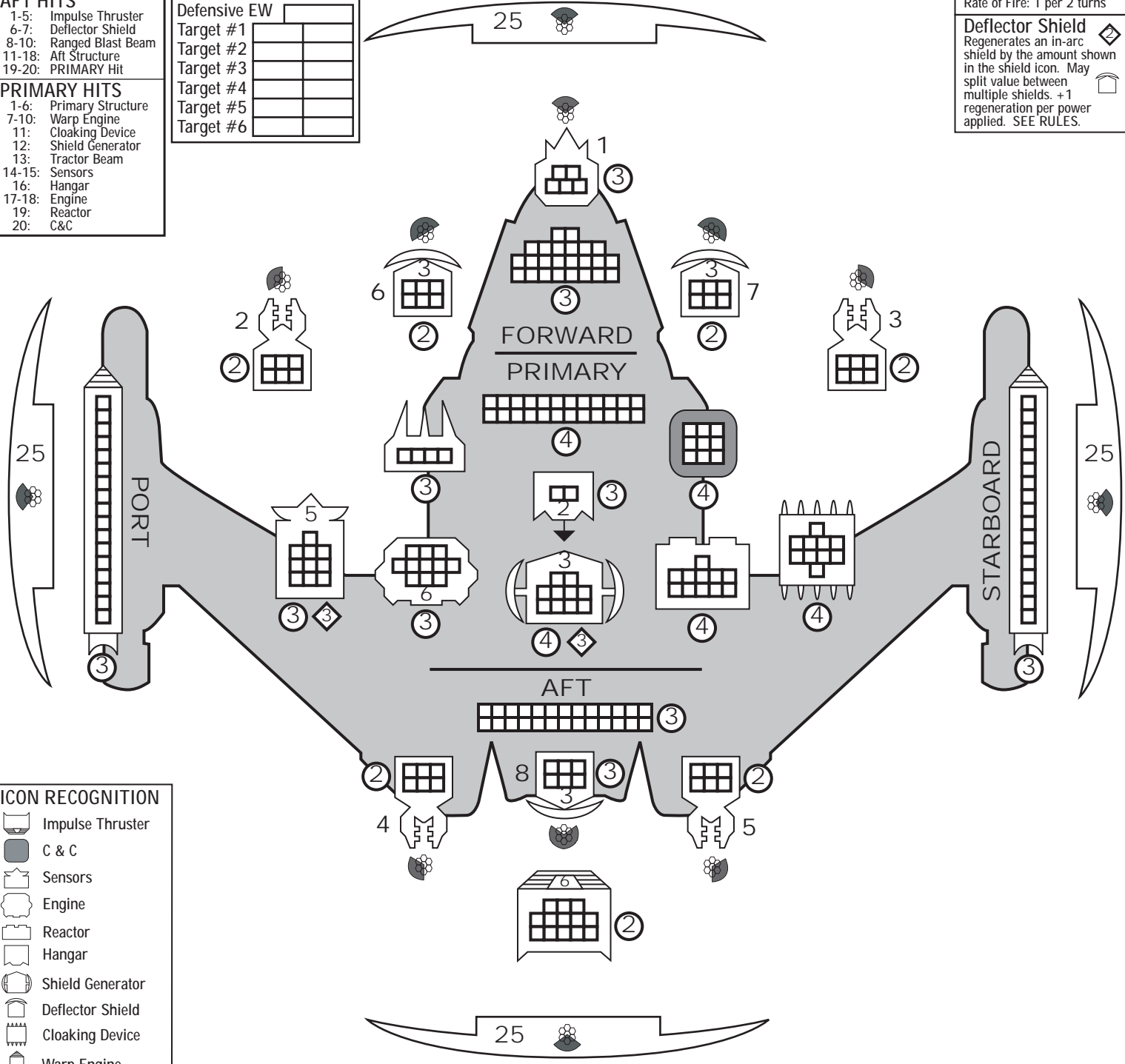
Ranged Blast Beam	
Class: Particle	5
Mode: Raking (8)	
Dmg: 1d10+16 (-1 per 3 hexes)	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+2/+0	🔥
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	

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.	
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HANGAR
0 Fighters
2 Shuttles

FORWARD HITS	
1-3:	Deflector Shield
4-5:	Lt Plasma Mortar
6-9:	Ranged Blast Beam
10-18:	Forward Structure
19-20:	PRIMARY Hit
AFT HITS	
1-5:	Impulse Thruster
6-7:	Deflector Shield
8-10:	Ranged Blast Beam
11-18:	Aft Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-6:	Primary Structure
7-10:	Warp Engine
11:	Cloaking Device
12:	Shield Generator
13:	Tractor Beam
14-15:	Sensors
16:	Hangar
17-18:	Engine
19:	Reactor
20:	C&C

SPECIAL NOTES	
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
	Cloaking Device
	Warp Engine
	Lt Plasma Mortar
	Ranged Blast Beam