



Romulan Navassa Stelam Battlecruiser

SPECS

Class: Capital Ship
 In Service: 2342
 Point Value: 740
 Rammimg 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
 Extra Power: +0
 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 Disruptor
 Class: Molecular
 Mode: R, P
 Damage: 2d10+22
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+2/-2
 Intercept Rating: -1
 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

Plasma Torpedo

Class: Ballistic + Plasma
 Mode: Standard
 Dmg: 4d10+8 (-1 per 2 hexes)
 Range Penalty: -1 per 4 hexes
 Max Range: 45 hexes
 Fire Control: +4/+2/-5
 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.

Z-1c (Reborn Star)

FORWARD HITS

- 1-2: Deflector Shield
- 3-5: Plasma Torpedo
- 6-8: Medium Disruptor
- 9-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-3: Plasma Torpedo
- 4-5: Heavy Disruptor
- 6-7: Medium Disruptor
- 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: Heavy Disruptor
- 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
 Unreliable Ship:
 Sluggish
 Ablated Armor

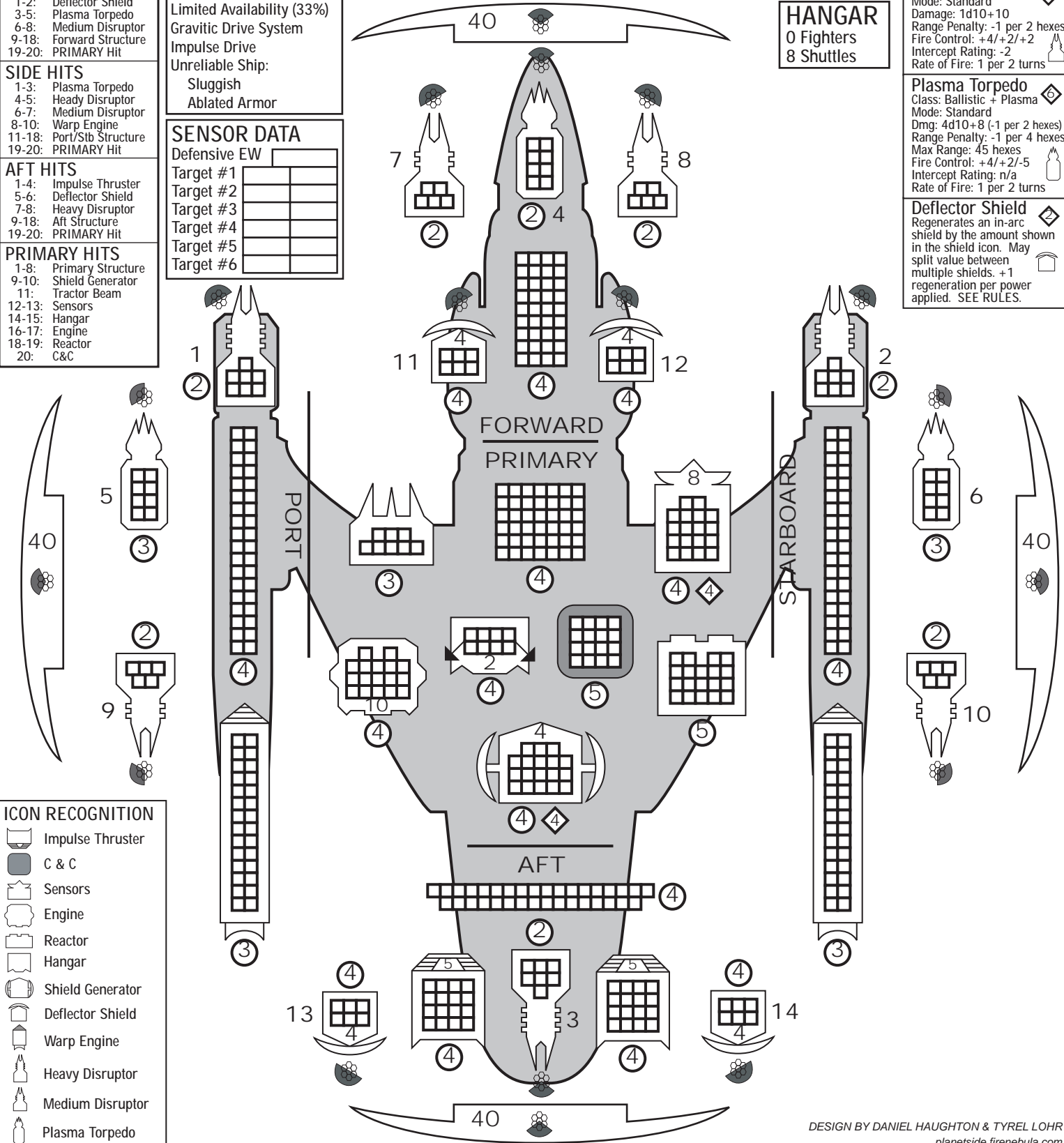
SENSOR DATA

Defensive EW

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

HANGAR

0 Fighters
 8 Shuttles



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Heavy Disruptor
- Medium Disruptor
- Plasma Torpedo