



# Romulan Valdore Command Warbird

### SPECS

Class: Capital Ship  
 In Service: 2377  
 Point Value: 1350  
 Ramming Factor: 350  
 Warp Delay: 3 Turns

### MANEUVERING

Turn Cost: 1 x Speed  
 Turn Delay: 4/3 Speed  
 Accel/Decel Cost: 3 Thrust  
 Pivot Cost: 3+3 Thrust  
 Roll Cost: 2+2 Thrust

### COMBAT STATS

Fwd/Aft Defense: 18  
 Stb/Port Defense: 16  
 Engine Efficiency: 4/1  
 Extra Power: 0  
 Initiative Bonus: +1

### WEAPON DATA

**Hvy Disruption Bolt**  
 Class: Molecular  
 Mode: Standard  
 Damage: 22  
 Range Penalty: -1 per 3 hexes  
 Fire Control: +4/+2/-1  
 Intercept Rating: -1  
 Rate of Fire: 1 per 2 turns

### Disruption Bolt

Class: Molecular  
 Mode: Standard  
 Damage: 16  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +4/+3/+1  
 Intercept Rating: -2  
 Rate of Fire: 1 per 2 turns

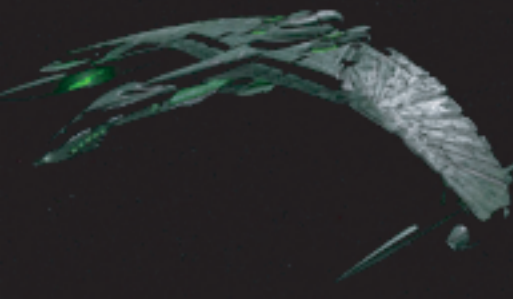
### Plasma Torpedo

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.

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16



### FORWARD HITS

- 1-2: Deflector Shield
- 3-4: Plasma Torpedo
- 5-6: Hvy Disruption Bolt
- 7-8: Disruption Bolt
- 9-18: Forward Structure
- 19-20: PRIMARY Hit

### SPECIAL NOTES

+1 initiative to fleet  
 Gravitic Drive System  
 Impulse Drive

### SENSOR DATA

Defensive EW

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

### SIDE HITS

- 1-2: Impulse Thruster
- 3: Deflector Shield
- 4-5: Hvy Disruption Bolt
- 6-8: Disruption Bolt
- 9-11: Warp Engine
- 12-18: Port/Stb Structure
- 19-20: PRIMARY Hit

### AFT HITS

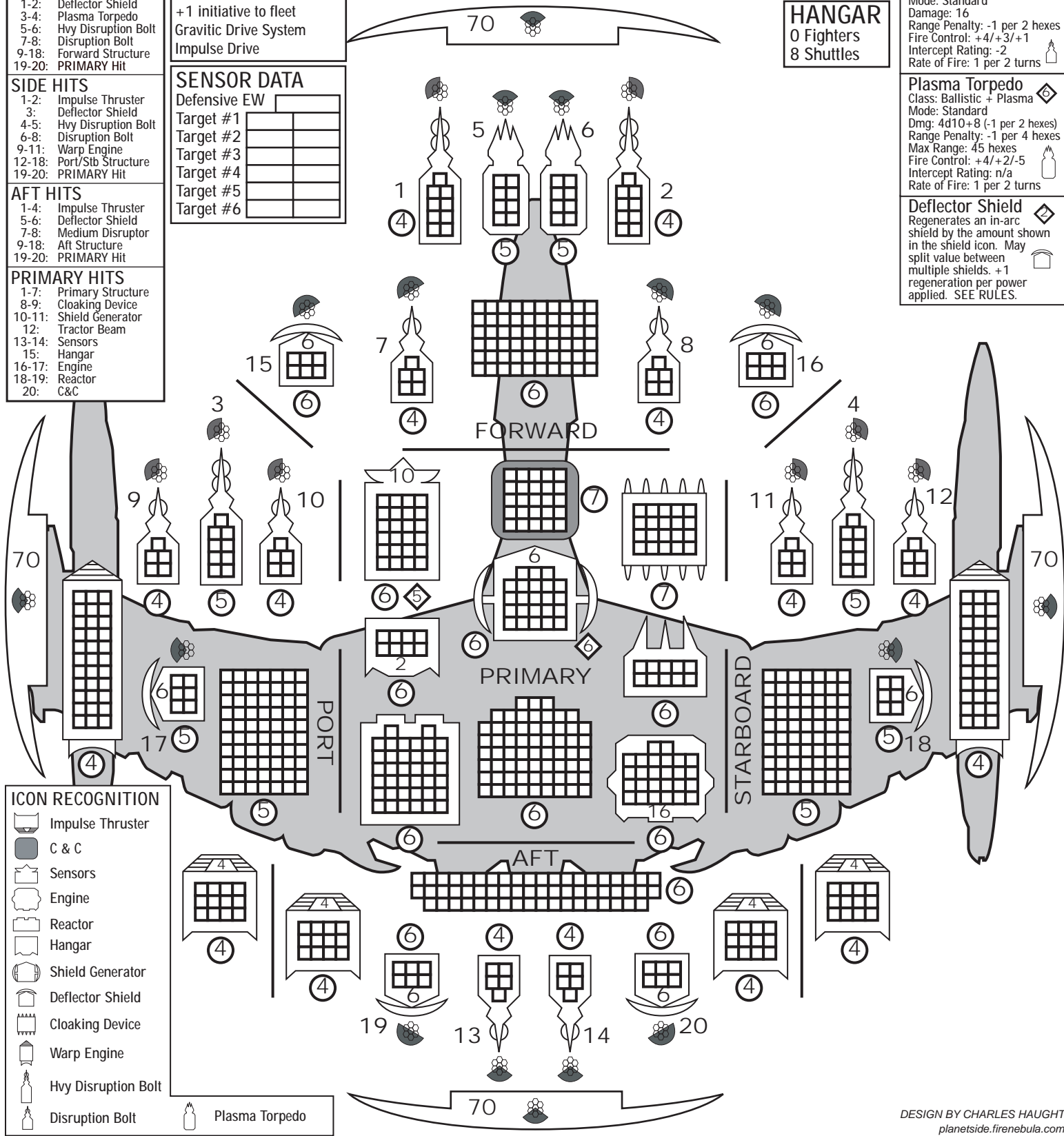
- 1-4: Impulse Thruster
- 5-6: Deflector Shield
- 7-8: Medium Disruptor
- 9-18: Aft Structure
- 19-20: PRIMARY Hit

### PRIMARY HITS

- 1-7: Primary Structure
- 8-9: Cloaking Device
- 10-11: Shield Generator
- 12: Tractor Beam
- 13-14: Sensors
- 15: Hangar
- 16-17: Engine
- 18-19: Reactor
- 20: C&C

### HANGAR

0 Fighters  
 8 Shuttles



### ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Cloaking Device
- Warp Engine
- Hvy Disruption Bolt
- Disruption Bolt
- Plasma Torpedo