



# Romulan Vas'Deletham Heavy Cruiser

<b>SPECS</b> Class: Hvy Combat Vsl In Service: 2276 Point Value: 525 Ramming Factor: 120 Warp Delay: 9 Turns	<b>MANEUVERING</b> Turn Cost: 2/3 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 2+2 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 15 Stb/Port Defense: 13 Engine Efficiency: 3/1 Extra Power: 0 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 7 8	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

<b>WEAPON DATA</b>
<b>Plasma Mortar</b> 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

<b>Medium Disruptor</b> 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
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<b>Deflector Shield</b> 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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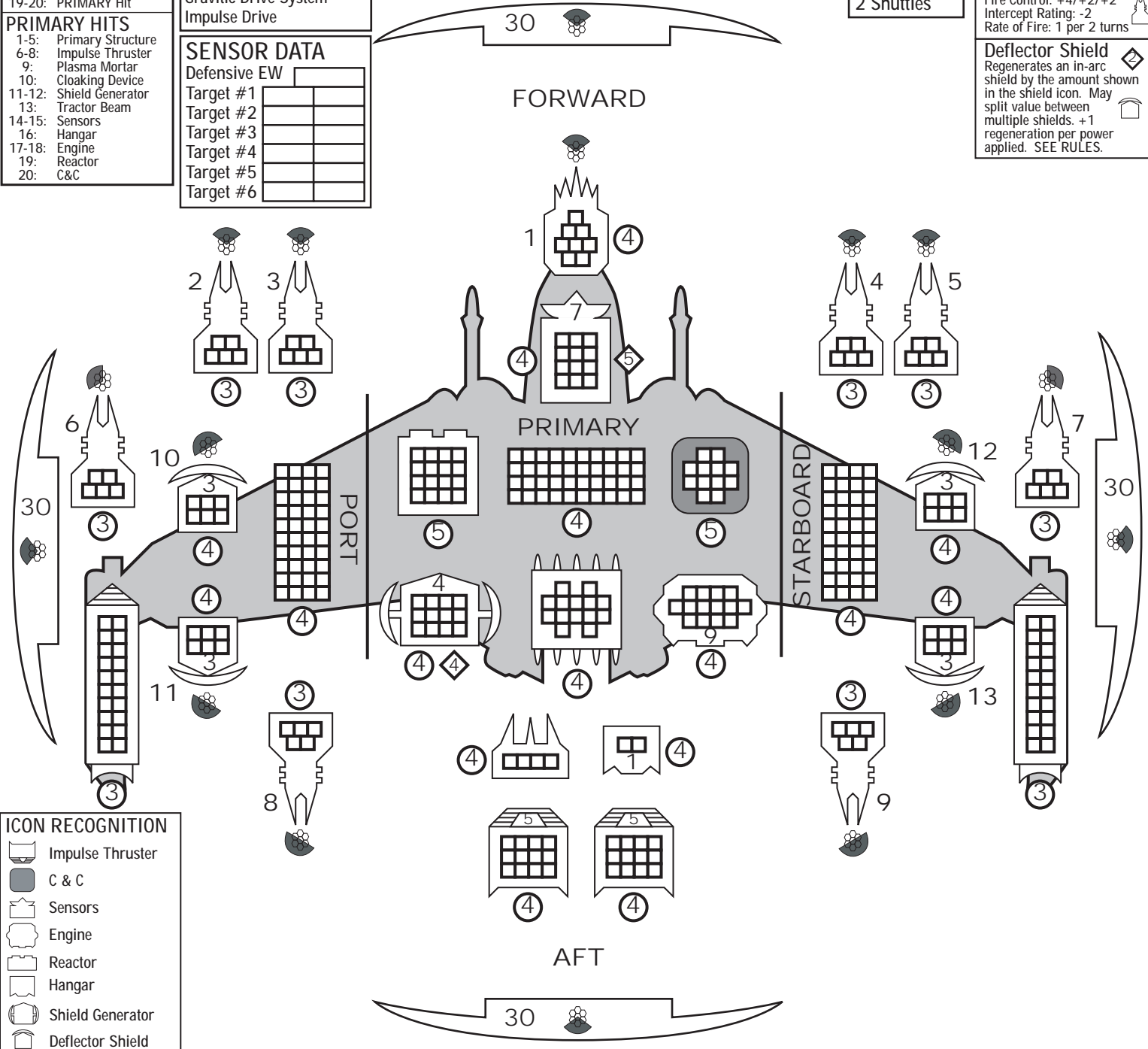
<b>SIDE HITS</b>
1-3: Deflector Shield
4-7: Medium Disruptor
8-9: Warp Engine
10-18: Port/Stb Structure
19-20: PRIMARY Hit

<b>SPECIAL NOTES</b>
Special Hull Arrangement (No Fwd/Aft Hits)
Gravitic Drive System
Impulse Drive

<b>PRIMARY HITS</b>
1-5: Primary Structure
6-8: Impulse Thruster
9: Plasma Mortar
10: Cloaking Device
11-12: Shield Generator
13: Tractor Beam
14-15: Sensors
16: Hangar
17-18: Engine
19: Reactor
20: C&C

<b>SENSOR DATA</b>
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

**HANGAR**  
0 Fighters  
2 Shuttles



<b>ICON RECOGNITION</b>
Impulse Thruster
C & C
Sensors
Engine
Reactor
Hangar
Shield Generator
Deflector Shield
Cloaking Device
Warp Engine
Medium Disruptor
Plasma Mortar