



2ND EDITION

Romulan Vas'Deletham Assault Cruiser

SPECS

Class: Hvy Combat Vsl
 In Service: 2334
 Point Value: 450
 Ramming Factor: 120
 Warp Delay: 9 Turns

MANEUVERING

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

COMBAT STATS

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

WEAPON DATA

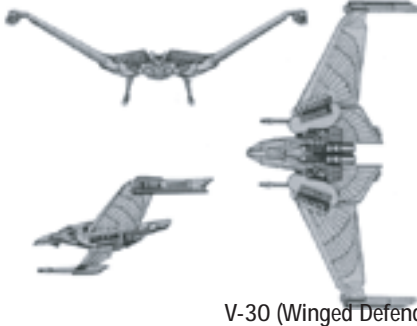
Plasma Torpedo
 Class: Ballistic + Plasma
 Mode: Standard
 Dmg: 4d10+8 (-1 per 2 hexes)
 Range Penalty: None
 Max Range: 45 hexes
 Fire Control: +4/+2/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

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

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.



V-30 (Winged Defender)

SIDE HITS

- 1-3: Deflector Shield
- 4-5: Medium Disruptor
- 6-8: Marine Barracks
- 9-10: Warp Engine
- 11-18: Port/Stb Structure
- 19-20: PRIMARY Hit

SPECIAL NOTES

Special Hull Arrangement
 (No Fwd/Aft Hits)
 Gravitic Drive System
 Impulse Drive

PRIMARY HITS

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

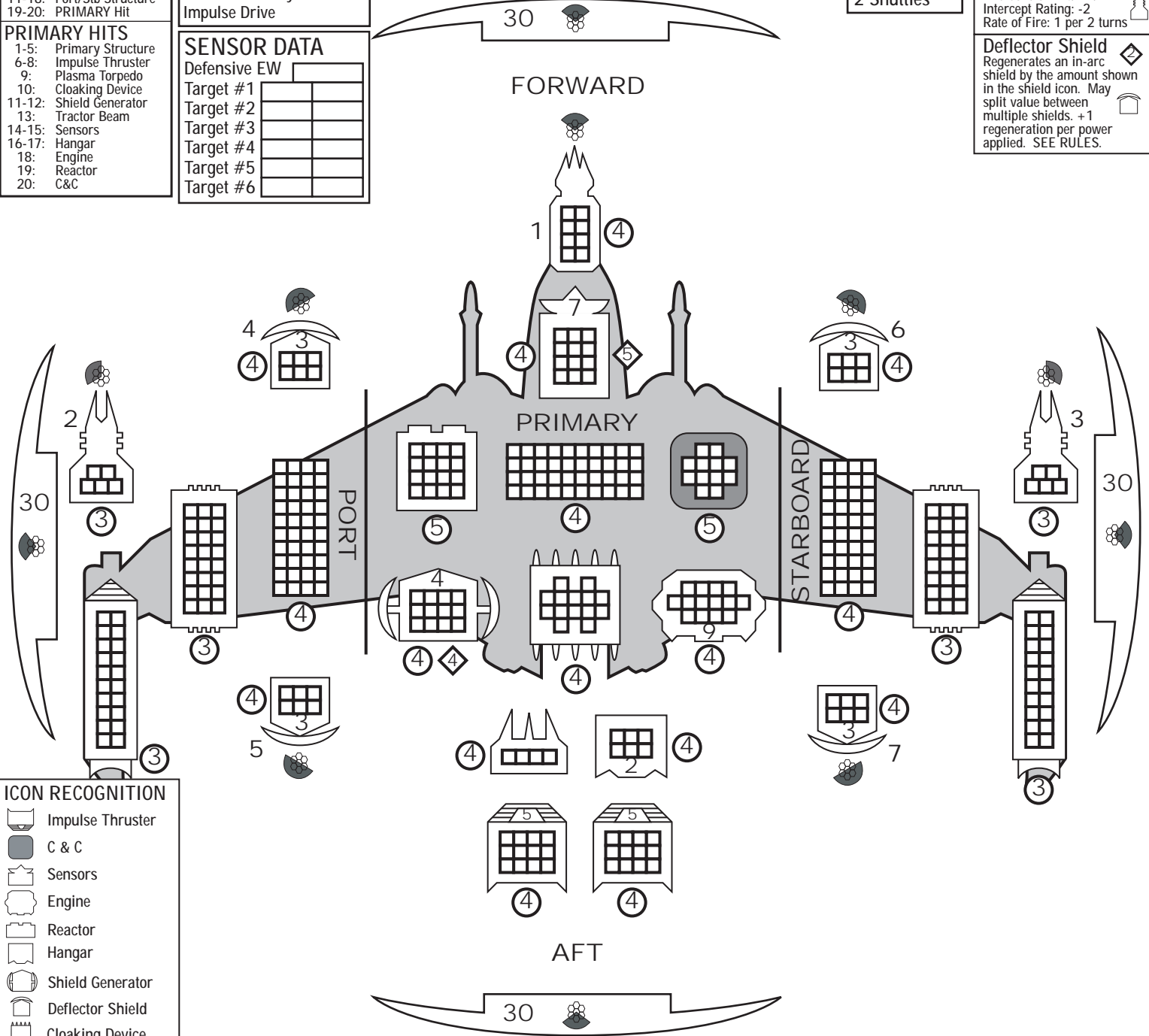
SENSOR DATA

Defensive EW

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

HANGAR

0 Fighters
 2 Shuttles



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Cloaking Device
- Warp Engine
- Marine Barracks
- Plasma Torpedo
- Medium Disruptor