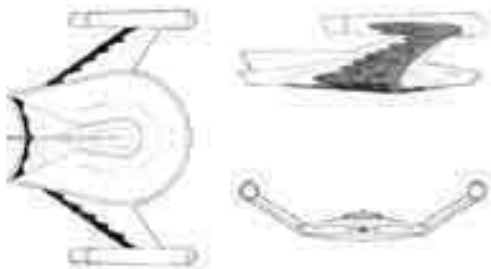


Romulan Vas'Ralaaram War Carrier



SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service: 2272	Turn Delay: 1/3 Speed	Stb/Port Defense: 13
Point Value: 300	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 60	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 16 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +12
Speed	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	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA
Light Plasma Mortar
Class: Plasma
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

FORWARD HITS
1-3: Deflector Shield
4-7: Lt Plasma Mortar
8-10: Medium Disruptor
11-17: Structure
18-20: PRIMARY Hit

SPECIAL NOTES
Gravitic Drive System
Impulse Drive

AFT HITS
1-6: Impulse Thrust
7-8: Deflector Shield
9-17: Structure
18-20: PRIMARY Hit

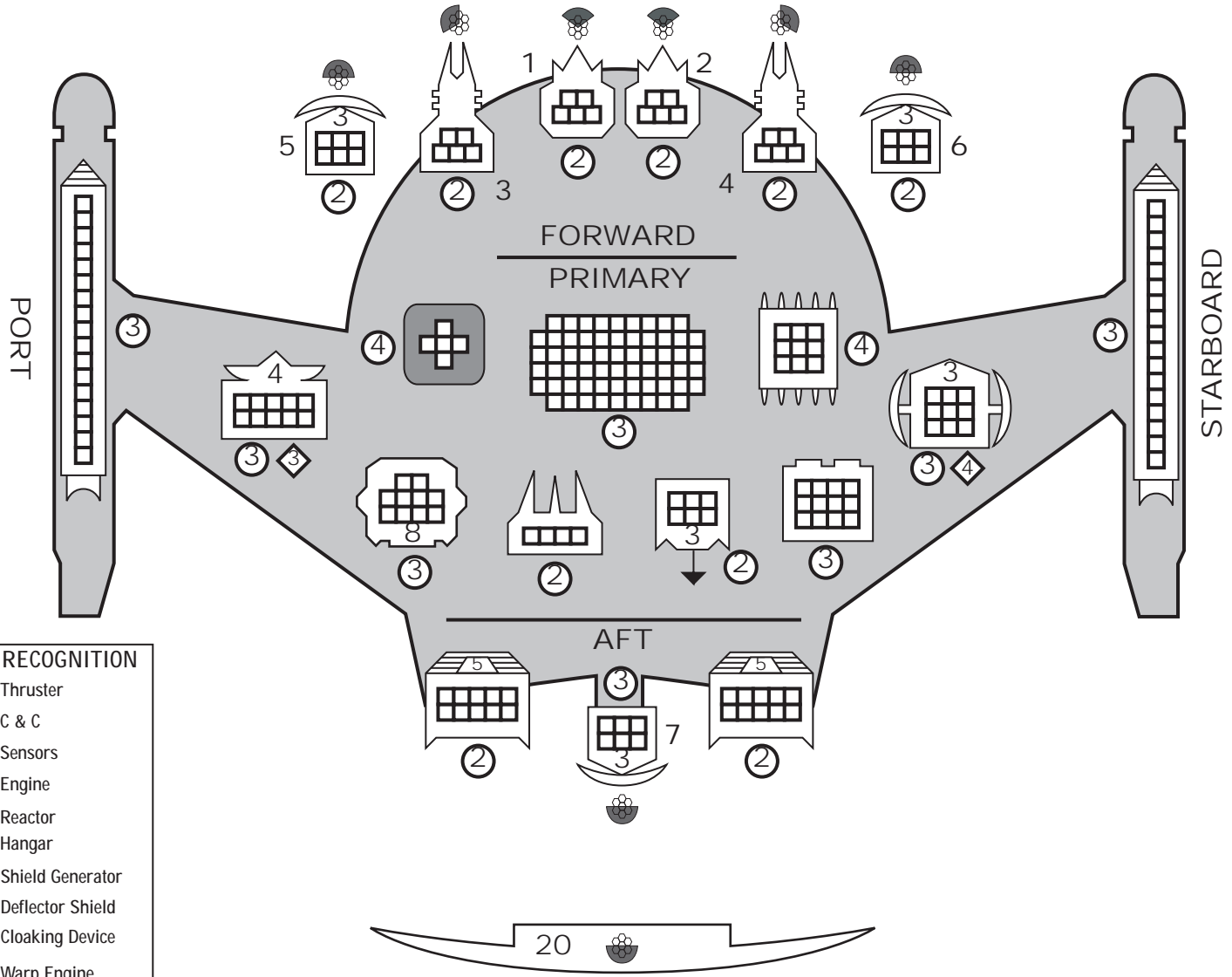
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

PRIMARY HITS
1-6: Warp Engine
7-8: Cloaking Device
9-10: Shield Generator
11: Tractor Beam
12-13: Sensors
14-15: Hangar
16-17: Engine
18-19: Reactor
20: C&C

HANGAR
0 Fighters
6 Shuttles

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.



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Cloaking Device
	Warp Engine
	Lt Plasma Mortar
	Medium Disruptor