



Romulan Stelai'Deletham-B Missile Cruiser

SPECS

Class: Hvy Combat Vsl
 In Service: 2155
 Point Value: 350
 Ramming Factor: 90
 Warp Delay: 24 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
 Stb/Port Defense: 11
 Engine Efficiency: 4/1
 Extra Power: 0
 Initiative Bonus: +6

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	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

Plasma Drill
 Class: Plasma
 Mode: Piercing
 Dmg: 2d10+10 (-1 per hex)
 Range Penalty: -1 per hex
 Fire Control: +2/+0/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Light Plasma Drill
 Class: Plasma
 Mode: Standard
 Dmg: 1d10+6 (-1 per hex)
 Range Penalty: -2 per hex
 Fire Control: +1/+0/+0
 Intercept Rating: n/a
 Rate of Fire: 1 per turn
 Special: No overkill.

Class-S0 Missile Rack
 Class: Ballistic
 Missiles: 12
 Range Penalty: None
 Fire Control: +2/+2/+2
 Rate of Fire: 1 per 2 turns

Plasma Shotgun
 Class: Plasma
 Mode: Standard
 Dmg: 2d10+12 (-1 per hex after range 10)
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+1/--
 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.

HANGAR
 0 Fighters
 2 Shuttles

SIDE HITS

- 1-3: Impulse Thruster
- 4-5: Deflector Shield
- 6-8: Missile Rack
- 9: Light Plasma Drill
- 10-12: Warp Engine
- 13-18: Port/Stb Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

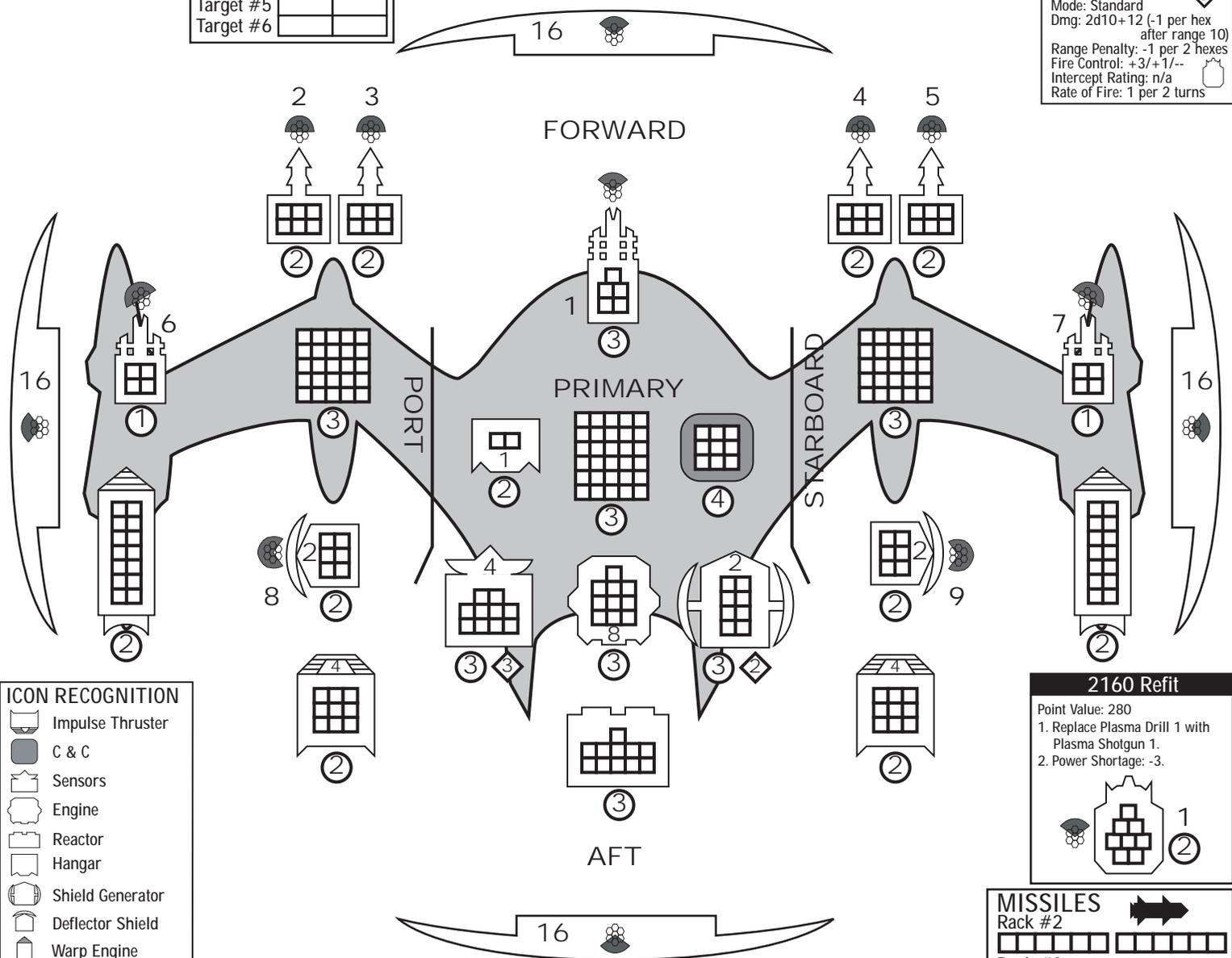
- 1-8: Primary Structure
- 9-10: Shield Generator
- 11-12: Sensors
- 13-14: Hangar
- 15-16: Engine
- 17-19: Reactor
- 20: C&C

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

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Plasma Drill
- Light Plasma Drill
- Class-S0 Missile Rack

2160 Refit
 Point Value: 280
 1. Replace Plasma Drill 1 with Plasma Shotgun 1.
 2. Power Shortage: -3.

MISSILES

Rack #2

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Rack #3

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Rack #4

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Rack #5

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