

Version 1: 2E/ST

Name: \_\_\_\_\_

Counter: \_\_\_\_\_



2ND EDITION

# Romulan Vas'Mandukar Light Cruiser

## SPECS

Class: Hvy Combat Vsl  
In Service: 2366  
Point Value: 575  
Ramming Factor: 160  
Warp Delay: 4 Turns

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 2/3 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: 15  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +7

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	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

## WEAPON DATA

### Heavy Disruptor

Class: Molecular  
Mode: R, P  
Damage: 2d10+22  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+2/-2  
Intercept Rating: -1  
Rate of Fire: 1 per 3 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

### Light Disruptor

Class: Molecular  
Mode: Standard  
Damage: 1d6+6  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+3  
Intercept Rating: -1  
Rate of Fire: 1 per turn

### Myotronic Beam

Class: Molecular + EM  
Modes: R, P  
Damage: 4d10+1  
Range Penalty: -1 per hexes  
Fire Control: +4/+2/+2  
Intercept Rating: n/a  
Special: Deactivates power using systems; +2 to criticals to non-power using systems.

## FORWARD HITS

- 1-3: Deflector Shield
- 4-5: Heavy Disruptor
- 6-7: Medium Disruptor
- 8-9: Myotronic Beam
- 10-18: Forward Structure
- 19-20: PRIMARY Hit

## AFT HITS

- 1-4: Impulse Thruster
- 5-6: Deflector Shield
- 7-8: Heavy Disruptor
- 9-17: Aft Structure
- 18-20: PRIMARY Hit

## PRIMARY HITS

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

## SPECIAL NOTES

Gravitic Drive System  
Impulse Drive

## SENSOR DATA

### Defensive EW

Target #1

Target #2

Target #3

Target #4

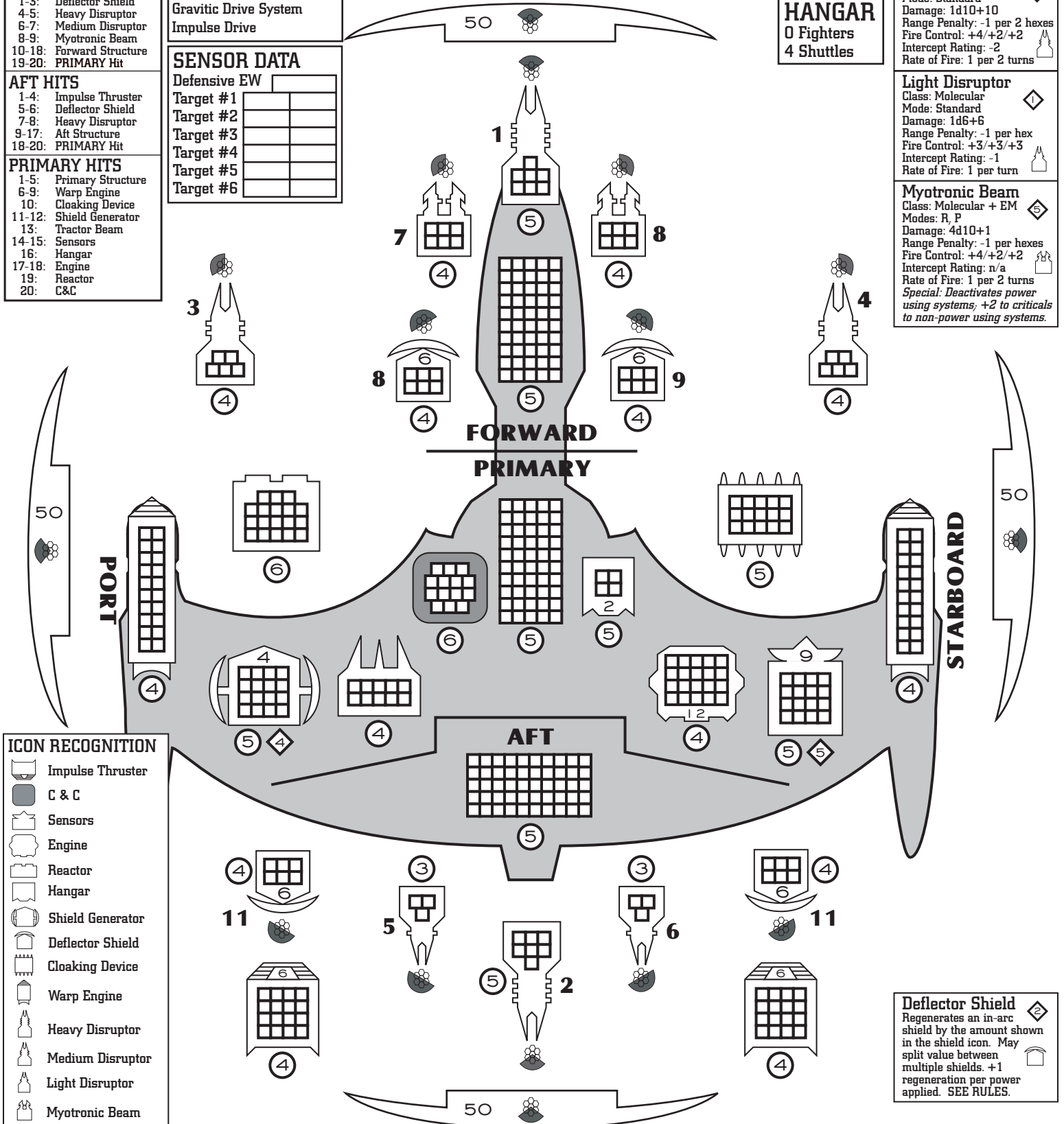
Target #5

Target #6

## HANGAR

0 Fighters

4 Shuttles



## ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Cloaking Device
- Warp Engine
- Heavy Disruptor
- Medium Disruptor
- Light Disruptor
- Myotronic Beam

## 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.