



Romulan Dhael'tagor Dreadnought

SPECS

Class: Capital Ship
In Service: 2203
Point Value: 500
Ramming Factor: 150
Warp Delay: 20 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 16
Engine Efficiency: 5/1
Power Shortage: -9
Initiative Bonus: +0

WEAPON DATA

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

Plasma Mortar

Class: Plasma
Mode: Flash
Dmg: 2d10+25 (-1 per hex after range 12)
Range Penalty: -1 per hex after range 12
Fire Control: +3/+0/-
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Light Plasma Mortar

Class: Plasma
Mode: Flash
Dmg: 2d10+12 (-1 per hex after range 8)
Range Penalty: -1 per hex after range 8
Fire Control: +2/+0/-
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

HANGAR

0 Fighters
4 Shuttles

(Condor - "Clawed Bird")

FORWARD HITS

1-3: Deflector Shield
4-7: Plasma Mortar
8-10: Blast Beam
11-18: Forward Structure
19-20: PRIMARY HIT

SIDE HITS

1-3: Impulse Thruster
4-5: Deflector Shield
6-7: Plasma Shotgun
8: Lt Plasma Mortar
9: Lt Blast Beam
10-12: Warp Engine
13-18: Port/Stb Structure
19-20: PRIMARY HIT

PRIMARY HITS

1-6: Primary Structure
7-8: Shield Generator
9: Tractor Beam
10-12: Sensors
13-14: Hangar
15-16: Engine
17-19: Reactor
20: C&C

SPECIAL NOTES

Restricted Deployment (10%)
Special Hull Arrangement
(No Aft Hits or Structure)

SENSOR DATA

Defensive EW

Target #1

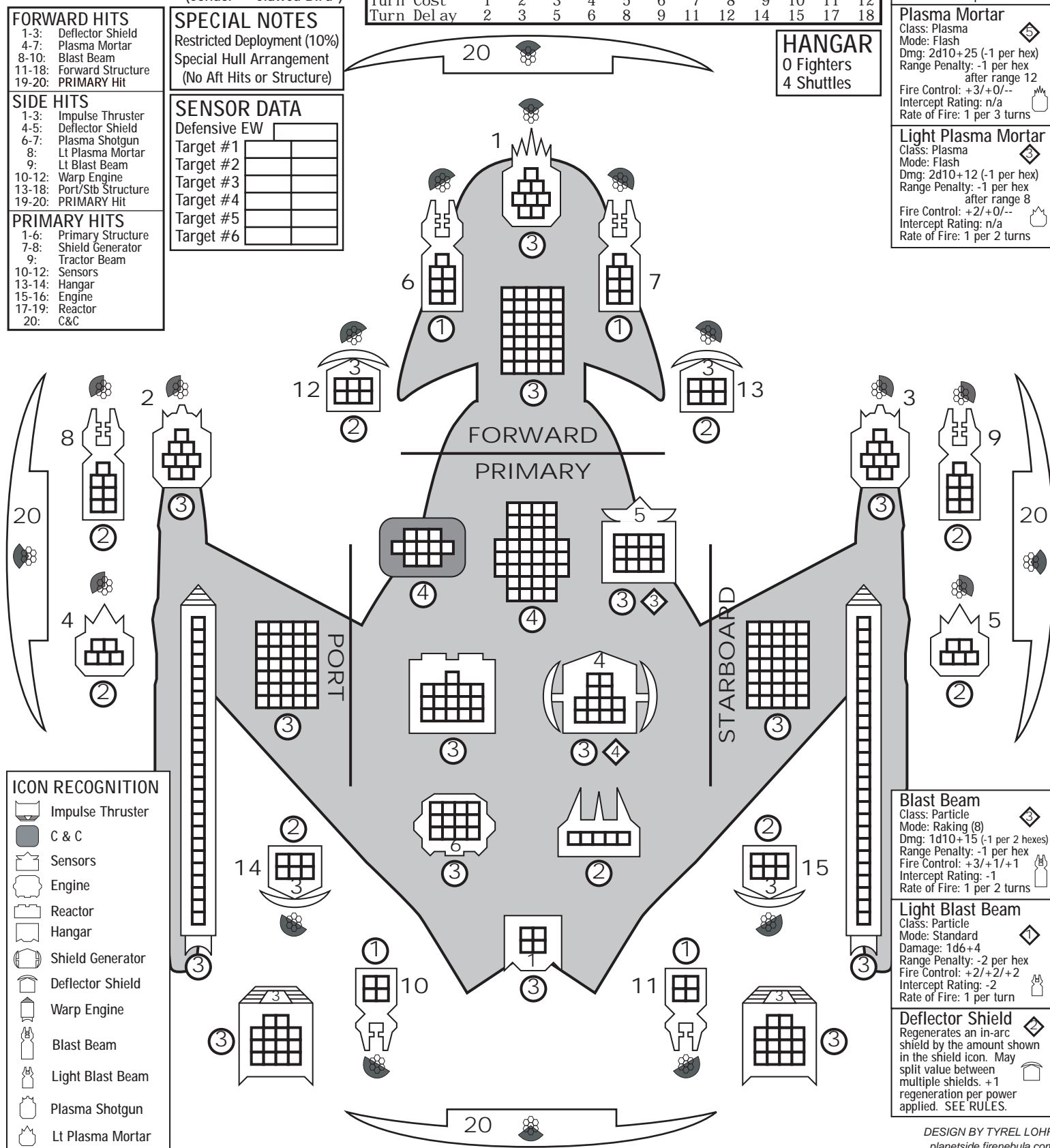
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Blast Beam
- Light Blast Beam
- Plasma Shotgun
- Lt Plasma Mortar

Blast Beam

Class: Particle
Mode: Raking (8)
Dmg: 1d10+15 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +3/+1/+1
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

Light Blast Beam

Class: Particle
Mode: Standard
Damage: 1d6+4
Range Penalty: -2 per hex
Fire Control: +2/+2/+2
Intercept Rating: -2
Rate of Fire: 1 per turn

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.