



# Romulan Phoenix Attack Cruiser

SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 2/3 Speed		Fwd/Aft Defense: 16	
In Service: 2286		Turn Delay: 1 x Speed		Stb/Port Defense: 16	
Point Value: 500		Accel/Decel Cost: 3 Thrust		Engine Efficiency: 4/1	
Ramming Factor: 200		Pivot Cost: 2+2 Thrust		Extra Power: 0	
Warp Delay: 8 Turns		Roll Cost: 3+3 Thrust		Initiative Bonus: +0	
Speed	1 2 3 4 5 6 7 8 9 10 11 12	1 2 3 4 5 6 7 8 9 10 11 12	1 2 3 4 5 6 7 8 9 10 11 12	1 2 3 4 5 6 7 8 9 10 11 12	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 3 4 5 6 7 8 9 10 11 12				

WEAPON DATA	
<b>Hvy Plasma Mortar</b>	
Class: Plasma	Mode: Flash
Dmg: 3d10+35 (-1 per hex)	
Max Range: -1 per 2 hexes after range 25	
Fire Control: +3/+1/-	Intercept Rating: n/a
Rate of Fire: 1 per 4 turns	

<b>Medium Disruptor</b>	
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	

<b>Light Disruptor</b>	
Class: Molecular	Mode: Standard
Damage: 1d6+6	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+3	Intercept Rating: -2
Rate of Fire: 1 per turn	

<b>Deflector Shield</b>	
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  
4 Shuttles

**SPECIAL NOTES**  
Limited Availability (33%)  
Gravitic Drive System  
Impulse Drive

**SENSOR DATA**

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

**FORWARD HITS**  
1-4: Hvy Plasma Mortar  
5-8: Medium Disruptor  
9-18: Forward Structure  
19-20: PRIMARY Hit

**SIDE HITS**  
1-3: Deflector Shield  
4-5: Medium Disruptor  
6-9: Warp Engine  
10-18: Port/Stb Structure  
19-20: PRIMARY Hit

**AFT HITS**  
1-5: Impulse Thruster  
6-8: Deflector Shield  
9-10: Light Disruptor  
11-18: Aft Structure  
19-20: PRIMARY Hit

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

