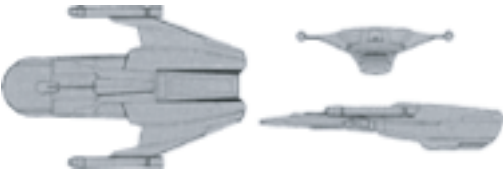


Romulan Retalla Vastamri Troop Transport



SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 13
In Service: 2264	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: 200	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 70	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 16 Turns	Roll Cost: 1+1 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 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA	
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.	🏠

M-4 (Wings of Justice)

FORWARD HITS	
1-4:	Deflector Shield
5-7:	Light Blast Beam
8-17:	Forward Structure
18-20:	PRIMARY Hit

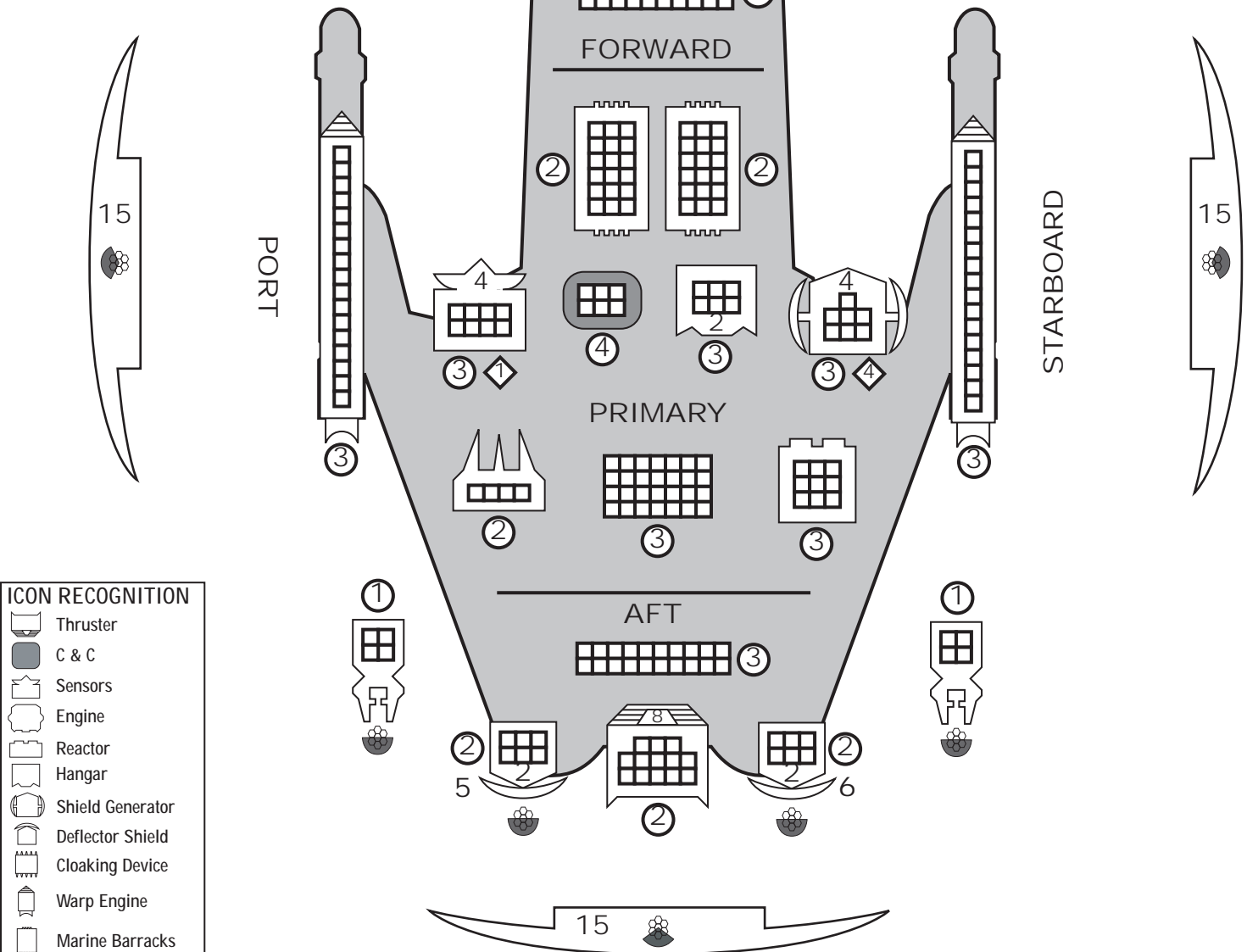
AFT HITS	
1-4:	Impulse Thrust
5-7:	Deflector Shield
8-10:	Light Blast Beam
11-17:	Aft Structure
18-20:	PRIMARY Hit

PRIMARY HITS	
1-5:	Warp Engine
6-9:	Marine Barracks
10-11:	Shield Generator
12:	Tractor Beam
13-14:	Sensors
15-17:	Hangar
18:	Engine
19:	Reactor
20:	C&C

SPECIAL NOTES	
Combat Transporters (+1)	
Gravitic Drive System	
Impulse Drive	

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

HANGAR	
0 Fighters	
6 Shuttles	



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Cloaking Device
	Warp Engine
	Marine Barracks
	Light Blast Beam