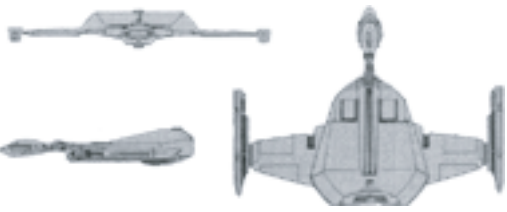




# Romulan Galan Stelri Cruiser



<b>SPECS</b> Class: Medium Ship In Service: 2269 Point Value: 400 Ramming Factor: 70 Warp Delay: 10 Turns	<b>MANEUVERING</b> Turn Cost: 1/2 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 2+2 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 15 Stb/Port Defense: 15 Engine Efficiency: 3/1 Extra Power: 0 Initiative Bonus: +12
<b>Speed</b>	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	

<b>WEAPON DATA</b>
<b>Plasma Mortar</b> Class: Plasma Mode: Flash Dmg: 2d10+25 (-1 per hex) Max Range: -1 per hex after range 12 Fire Control: +3/+0/-1 Intercept Rating: n/a Rate of Fire: 1 per 3 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>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.

V-20 (Star Seeker)

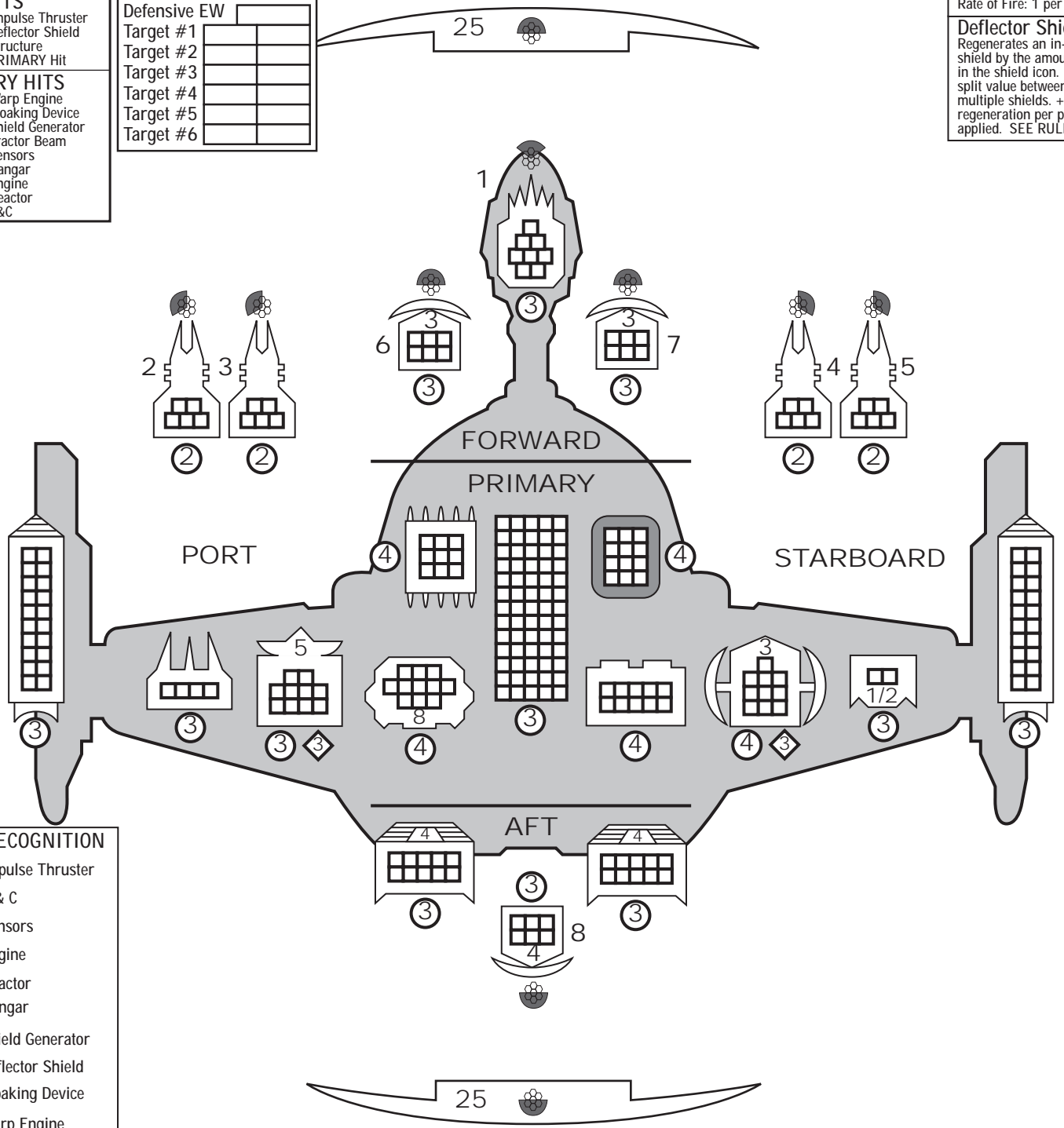
- FORWARD HITS**  
1-3: Deflector Shield  
4-6: Plasma Mortar  
7-10: Medium Disruptor  
11-17: Structure  
18-20: PRIMARY Hit
- SIDE HITS**  
1-5: Impulse Thruster  
6-7: Deflector Shield  
8-17: Structure  
18-20: PRIMARY Hit
- PRIMARY HITS**  
1-7: Warp Engine  
8: Cloaking Device  
9-10: Shield Generator  
11: Tractor Beam  
12-13: Sensors  
14-15: Hangar  
16-17: Engine  
18-19: 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  
2 Shuttles



**ICON RECOGNITION**

	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Cloaking Device
	Warp Engine
	Plasma Mortar
	Medium Disruptor