



Romulan Ne'Feraasa Heavy Cruiser



"War Hawk"

SPECS	
Class: Capital Ship	In Service: 2344
Point Value: 800	Ramming Factor: 250
Warp Delay: 5 Turns	

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

COMBAT STATS	
Fwd/Aft Defense: 16	Stb/Port Defense: 17
Engine Efficiency: 4/1	Extra Power: 0
Initiative Bonus: +0	

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	

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	7	8
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

HANGAR
0 Fighters
6 Shuttles

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: -2
Rate of Fire: 1 per turn	

Light Photon Torpedo	
Class: Ballistic + Antimatter	Mode: Standard
Damage: X+10	Max X: 10
Range Penalty: -1 per 4 hexes	Max Range: 35 hexes
Fire Control: +3/+1/-2	Intercept Rating: n/a
Rate of Fire: 1 per 2 turns	

FORWARD HITS	
1-3: Light Disruptor	4-6: Lt. Photon Torpedo
7-11: Medium Disruptor	12-18: Forward Structure
19-20: PRIMARY Hit	

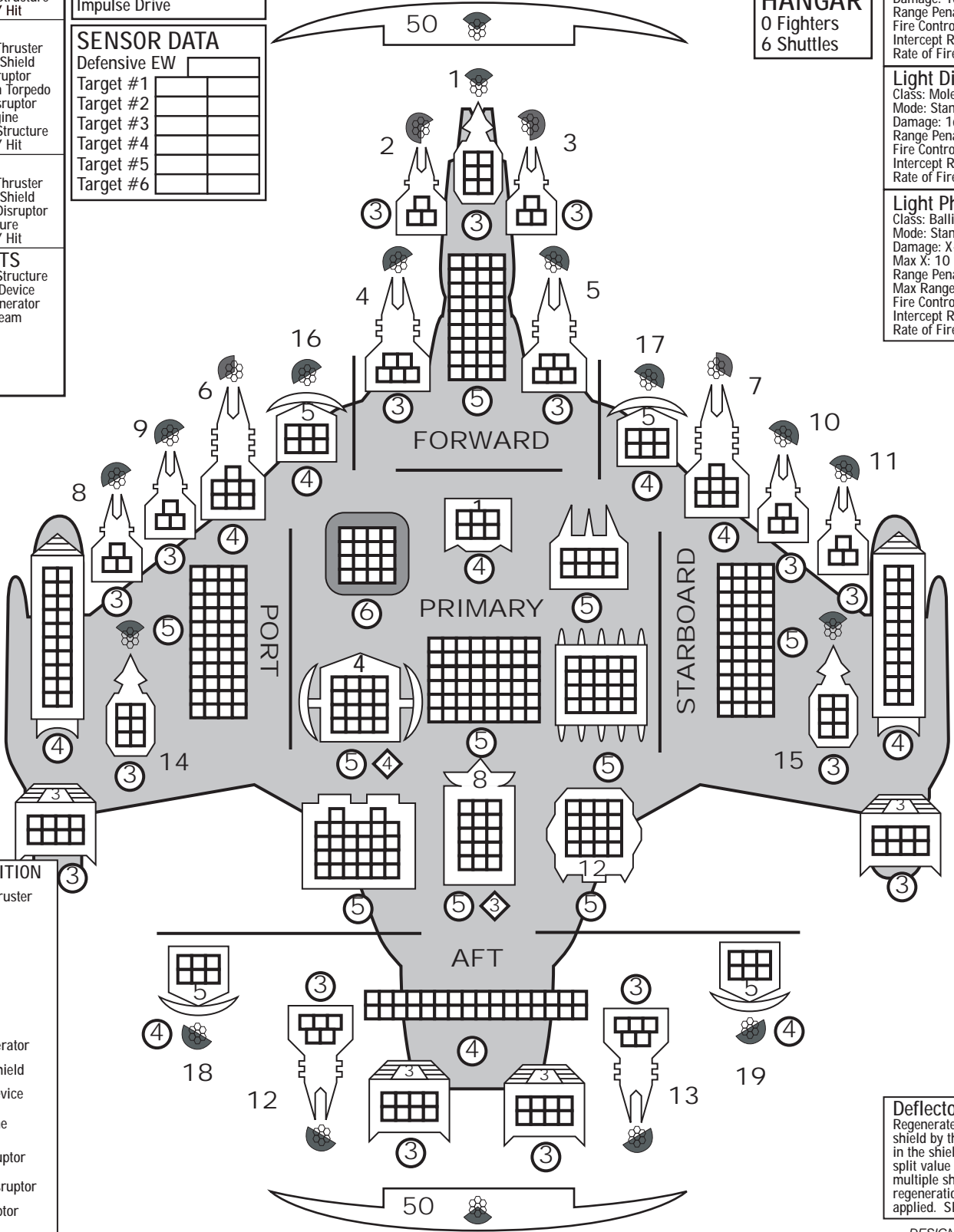
SPECIAL NOTES	
Limited Deployment 33%	Gravitic Drive System
Impulse Drive	

SIDE HITS	
1-2: Impulse Thruster	3-4: Deflector Shield
5-6: Light Disruptor	7-8: Lt. Photon Torpedo
9-10: Heavy Disruptor	11-12: Warp Engine
13-18: Port/Stb Structure	19-20: PRIMARY Hit

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

AFT HITS	
1-4: Impulse Thruster	5-7: Deflector Shield
8-9: Medium Disruptor	10-18: Aft Structure
19-20: PRIMARY Hit	

PRIMARY HITS	
1-6: Primary Structure	7-8: Cloaking Device
9-10: Shield Generator	11: Tractor Beam
12-13: Sensors	14-15: Hangar
16-17: Engine	18-19: Reactor
20: C&C	



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Cloaking Device
	Warp Engine
	Heavy Disruptor
	Medium Disruptor
	Light Disruptor
	Light Photon Torpedo

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.	