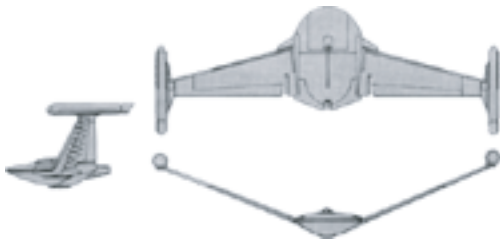


# Romulan Vadaso Latta Attack Destroyer



V-1B (Deathglider)

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 11
In Service: 2249	Turn Delay: 1/3 Speed	Stb/Port Defense: 10
Point Value: 240	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 40	Pivot Cost: 1+1 Thrust	Power Shortage: -2
Warp Delay: 18 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 1 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA	
<b>Blast Beam</b>	3
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	
<b>Light Blast Beam</b>	1
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	
<b>Deflector Shield</b>	2
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.	

FORWARD HITS	
1-3: Deflector Shield	
4-6: Blast Beam	
7-9: Light Blast Beam	
10-17: Structure	
18-20: PRIMARY Hit	

AFT HITS	
1-4: Impulse Thruster	
5-7: Deflector Shield	
8: Hangar	
9: Tractor Beam	
10-17: Structure	
18-20: PRIMARY Hit	

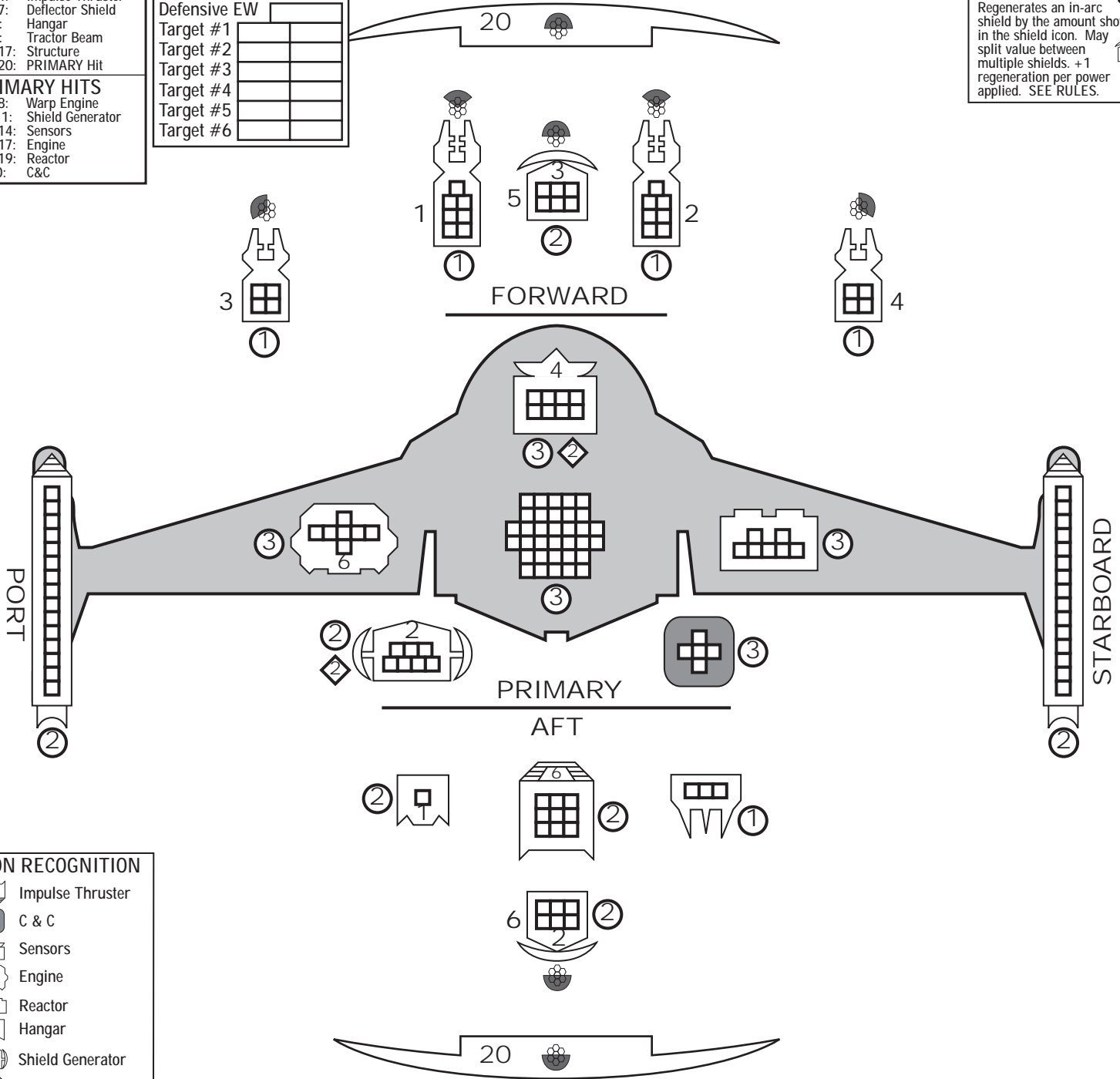
PRIMARY HITS	
1-8: Warp Engine	
9-11: Shield Generator	
12-14: Sensors	
15-17: Engine	
18-19: Reactor	
20: C&C	

SPECIAL NOTES	
Atmospheric Capable	
Gravitic Drive System	
Impulse Drive	

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

**HANGAR**  
0 Fighters  
1 Shuttle



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Light Blast Beam