

Romulan Vas'Caladon Command Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service: 2278	Turn Delay: 1/3 Speed	Stb/Port Defense: 13
Point Value: 425	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 60	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 12 Turns	Roll Cost: 2+2 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 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA	
Plasma Mortar	5
Class: Plasma	
Mode: Flash	
Dmg: 2d10+25 (-1 per hex)	
Max Range: -1 per hex	
after range 12	
Fire Control: +3/+0/-	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Light Plasma Mortar	3
Class: Plasma	
Mode: Flash	
Dmg: 2d10+12 (-1 per hex)	
Max Range: -1 per hex	
after range 8	
Fire Control: +2/+0/-	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
Medium Disruptor	3
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	

FORWARD HITS	
1-3:	Deflector Shield
4-6:	Plasma Mortar
7-9:	Medium Disruptor
10-11:	Lt Plasma Mortar
12-17:	Structure
18-20:	PRIMARY Hit

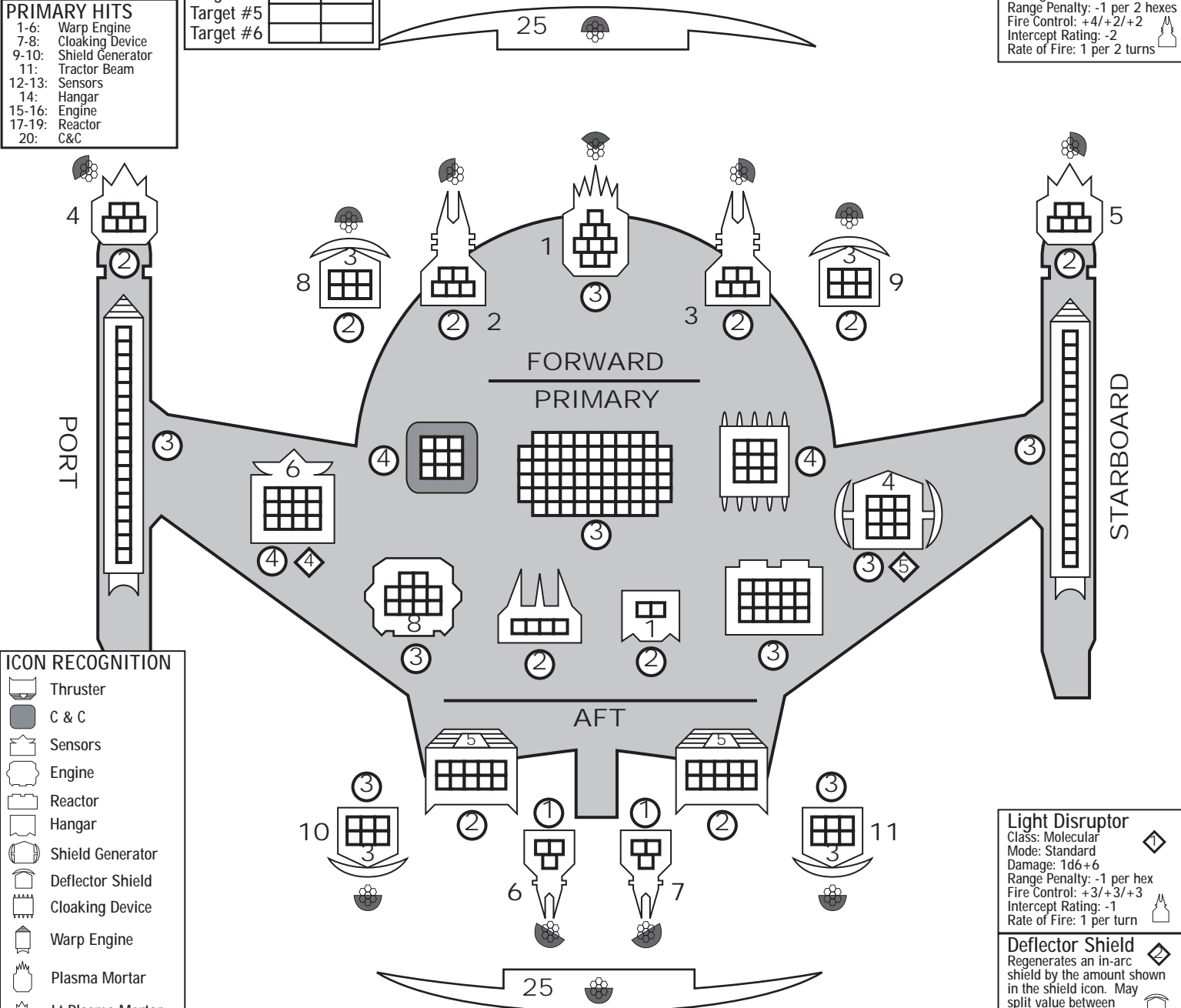
AFT HITS	
1-6:	Impulse Thrust
7-9:	Deflector Shield
10-11:	Light Disruptor
12-17:	Structure
18-20:	PRIMARY Hit

PRIMARY HITS	
1-6:	Warp Engine
7-8:	Cloaking Device
9-10:	Shield Generator
11:	Tractor Beam
12-13:	Sensors
14:	Hangar
15-16:	Engine
17-19:	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	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Cloaking Device
	Warp Engine
	Plasma Mortar
	Lt Plasma Mortar
	Medium Disruptor
	Light Disruptor

Light Disruptor	1
Class: Molecular	
Mode: Standard	
Damage: 1d6+6	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: -1	
Rate of Fire: 1 per turn	
Deflector Shield	4
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied.	