



Version 1: 2E/ST

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Romulan Vas'Kalabam Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2268	Turn Delay: 2/3 Speed	Stb/Port Defense: 14
Point Value: 490	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 4/1
Ramming Factor: 110	Pivot Cost: 3+3 Thrust	Extra Power: 0
Warp Delay: 9 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +6
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 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA	
<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/--	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.	

V-11 (Stormbird)

FORWARD HITS	
1-3:	Deflector Shield
4-6:	Plasma Mortar
7-10:	Medium Disruptor
11-18:	Forward Structure
19-20:	PRIMARY Hit

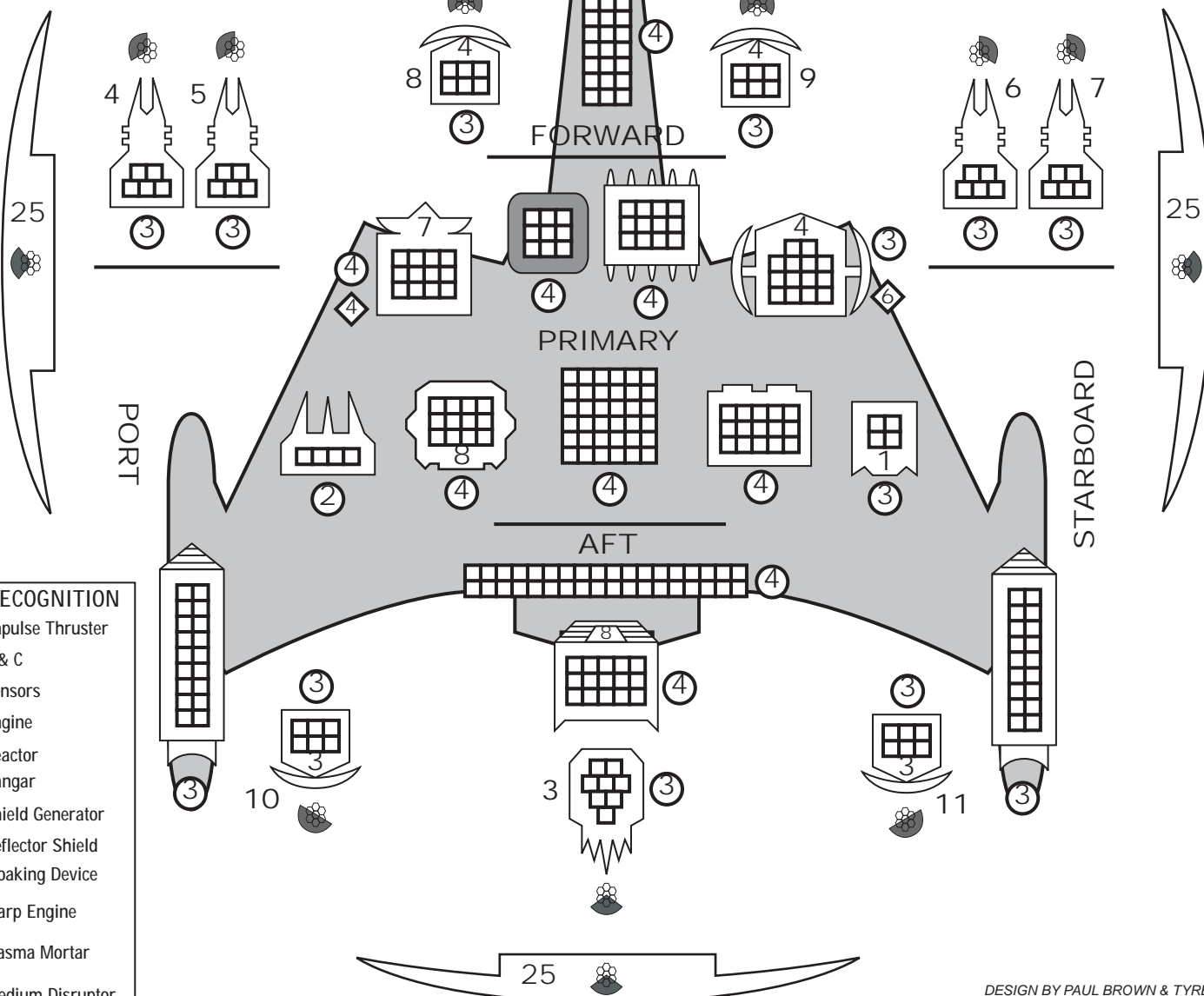
SPECIAL NOTES	
Restricted Deployment (10%)	
Gravitic Drive System	
Impulse Drive	

AFT HITS	
1-4:	Impulse Thrust
5-6:	Deflector Shield
7-8:	Plasma Mortar
9-11:	Warp Engine
12-18:	Aft Structure
19-20:	PRIMARY Hit

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

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

**HANGAR**  
0 Fighters  
4 Shuttles



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