



Romulan Veles Frigate

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/3 Speed	Fwd/Aft Defense: 14
In Service: 2356	Turn Delay: 1/2 Speed	Stb/Port Defense: 12
Point Value: 500	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 80	Pivot Cost: 2+2 Thrust	Power Shortage: -4
Warp Delay: 4 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 1 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA

Plasma Torpedo

Class: Ballistic + Plasma
 Mode: Standard
 Dmg: 4d10+8 (-1 per 2 hexes)
 Range Penalty: -1 per 5 hexes
 Max Range: 45 hexes
 Fire Control: +4/+2/-5
 Intercept Rating: n/a
 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

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.

FORWARD HITS

1-2: Deflector Shield
 3-6: Plasma Torpedo
 7-9: Light Disruptor
 10-17: Structure
 18-20: PRIMARY Hit

SPECIAL NOTES

Atmospheric Capable
 Gravitic Drive System
 Impulse Drive

AFT HITS

1-5: Impulse Thrust
 6-7: Deflector Shield
 8-9: Light Disruptor
 10: Hangar
 11-17: Structure
 18-20: PRIMARY Hit

SENSOR DATA

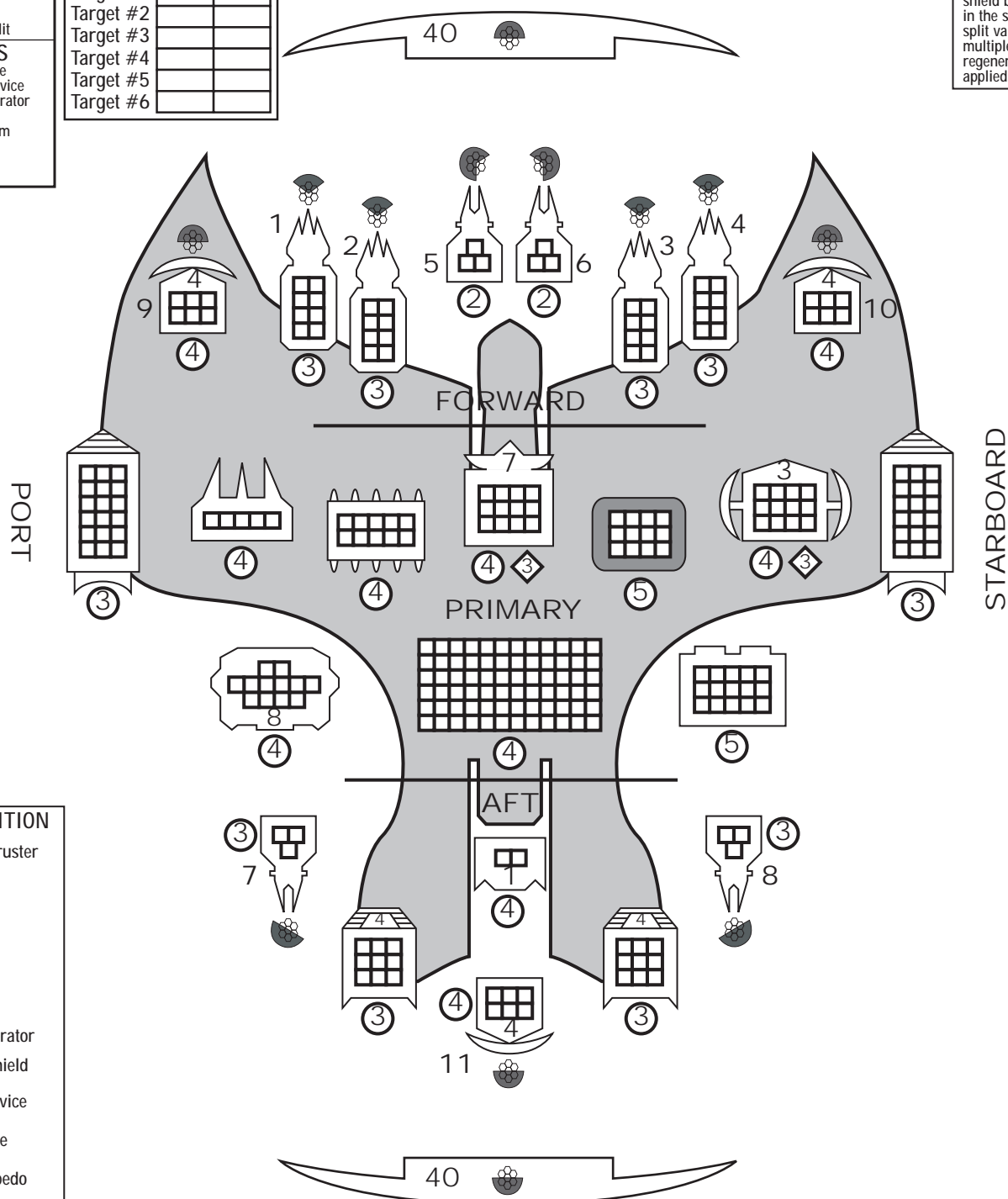
Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

PRIMARY HITS

1-8: Warp Engine
 9-10: Cloaking Device
 11-12: Shield Generator
 13-14: Sensors
 15: Tractor Beam
 16-17: Engine
 18-19: Reactor
 20: C&C

HANGAR
 0 Fighters
 2 Shuttles



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Cloaking Device
- Warp Engine
- Plasma Torpedo
- Light Disruptor