

STAR TREK ADVENTURES - Romulan Vessels



SCORPION CLASS FIGHTERS

The Scorpion-class was a warp-capable attack fighter used by the Romulan Star Empire in the 24th century and later by the Romulan Republic in the 25th century.

TRAITS: Romulan, Attack Fighter, Small Craft

SYSTEMS					
COMMS	07	ENGINES	07	STRUCTURE	06
COMPUTERS	06	SENSORS	06	WEAPONS	06
DISCIPLINES					
COMMAND	00	SECURITY	01	SCIENCE	00
CONN	02	ENGINEERING	01	MEDICINE	00

POWER: 4 **SCALE:** 1
SHIELDS: 3 **RESISTANCE:** 1

CREW COMPLEMENT: 1 or 2

SPECIAL RULES:

- **Cloaking Device:** (see sidebar)

ATTACKS:

- **Disruptor Banks**
(Energy, Medium-range, 3▲ Vicious 1)
- **Plasma Torpedoes**
(Torpedo, Long-range, 4▲ Persistent 8, Calibration)

CLOAKING DEVICE: This vessel is equipped with a cloaking device, allowing the ship to effectively 'disappear' from visual and sensor detection methods. To cloak, a crewmember at the tactical station is required to attempt a **Control + Engineering Task** with a Difficulty of 2, assisted by the ship's **Engines + Security**. This Task has a Power requirement of 3.

If successful, the ship gains the Cloaked Trait. While cloaked, the ship cannot be the target of any attack nor can it use any of its attacks. While cloaked the ship has Shields 0. It requires a Minor Action to decloak.

AR'KIF CLASS WARBIRO

The Ar'Kif-class was the first new warbird produced by the Romulan Republic rather than repurposing older vessels from the fragmented Romulan Star Empire in the early 25th century.

TRAITS: Romulan Warbird, Tactical Carrier

SYSTEMS					
COMMS	11	ENGINES	11	STRUCTURE	11
COMPUTERS	10	SENSORS	10	WEAPONS	11
DISCIPLINES					
COMMAND	03	SECURITY	04	SCIENCE	01
CONN	03	ENGINEERING	03	MEDICINE	01

POWER: 11 **SCALE:** 5
SHIELDS: 14 **RESISTANCE:** 5

CREW: Talented (Attribute 10, Discipline 3)

SPECIAL RULES:

- **Cloaking Device:** (see sidebar)
- **Extensive Shuttlebays:** Supports 10 small craft, including up to two scale 2 small craft.

ATTACKS:

- **Disruptor Cannons**
(Energy, Close-range, 11▲ Vicious 1)
- **Disruptor Banks**
(Energy, Medium-range, 10▲ Vicious 1)
- **Plasma Torpedoes**
(Torpedo, Long-range, 7▲ Persistent 8, Calibration)
- **Tractor Beam** (Strength 4)