



# Romulan T'Varo Starbird

## SPECS

Class: Hvy Combat Vsl  
In Service: 2335  
Point Value: 575  
Ramming Factor: 150  
Warp Delay: 7 Turns

## MANEUVERING

Turn Cost: 1/2 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 15  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +6

## WEAPON DATA

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

## Medium Disruptor

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

## Light Disruptor

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

## SIDE HITS

1-3: Deflector Shield  
4-6: Medium Disruptor  
7-9: Light Disruptor  
10-11: Warp Engine  
10-18: Port/Stb Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-5: Primary Structure  
6-8: Impulse Thruster  
9: Plasma Torpedo  
10: Cloaking Device  
11-12: Shield Generator  
13: Tractor Beam  
14-15: Sensors  
16: Hangar  
17-18: Engine  
19: Reactor  
20: C&C

## SPECIAL NOTES

Special Hull Arrangement  
(No Fwd/Aft Hits)

Atmospheric Capable  
(if both sides intact)

Gravitic Drive System

Impulse Drive

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

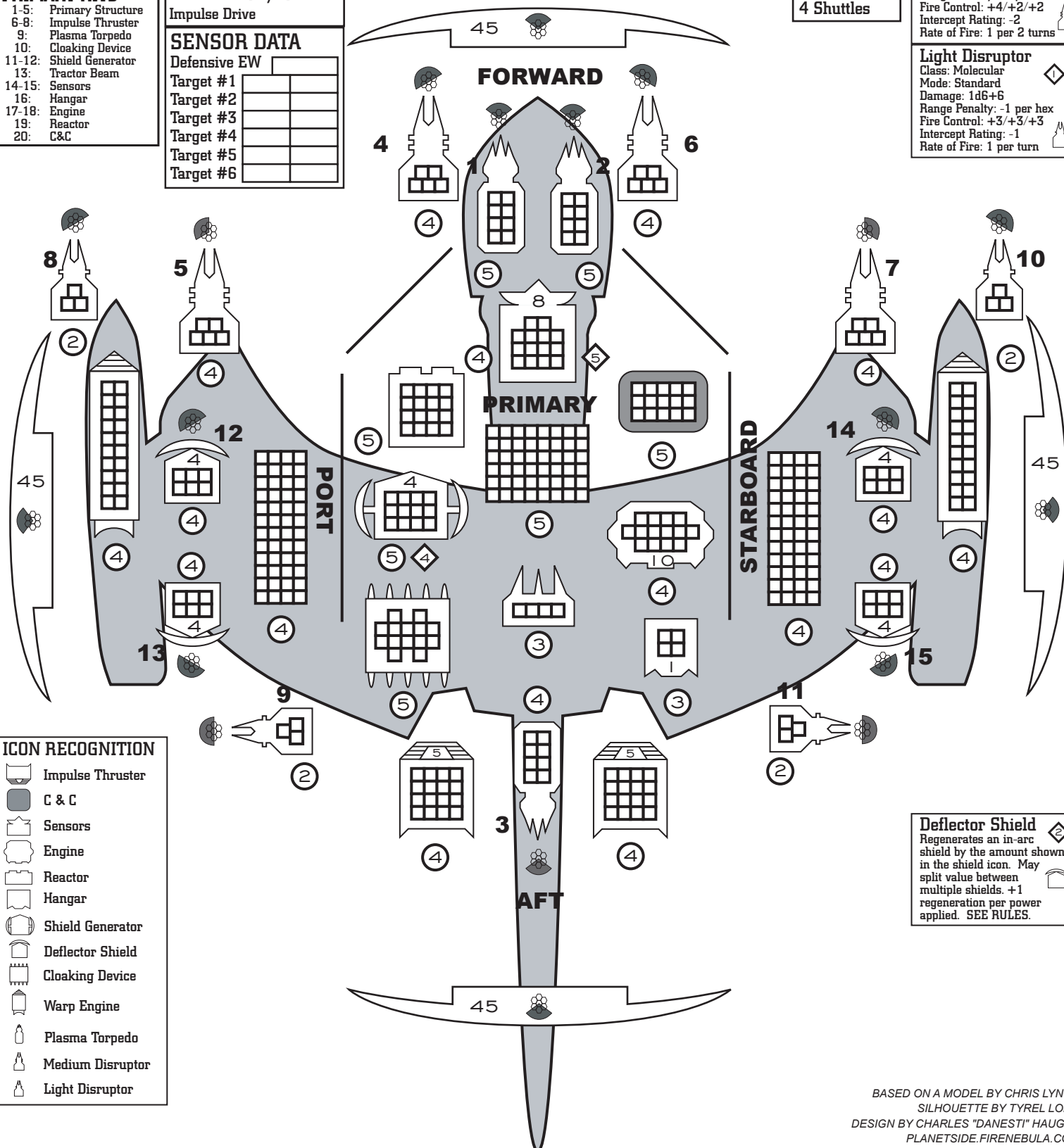
Target #6

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	2	2	3	3	4	4	5	5	6	6

## HANGAR

0 Fighters

4 Shuttles



## ICON RECOGNITION

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

## 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.