



Romulan Vahhrer class Starbird

SPECS

Class: Hvy Combat Vsl
In Service: 2362
Point Value: 625
Ramming Factor: 160
Warp Delay: 6 Turns

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
Sth/Port Defense: 14
Engine Efficiency: 3/1
Extra Power: 0
Initiative Bonus: +7

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	2	2	3	4	4	5	6	6	7	8	8

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

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.

(Judgement)

FORWARD HITS

1-4: Deflector Shield
5-6: Plasma Torpedo
7-10: Medium Disruptor
11-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-5: Impulse Thruster
6-8: Deflector Shield
9-10: Plasma Torpedo
11-12: Medium Disruptor
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Limited Availability (33%)
Atmosphere Capable
Gravitic Drive System
Impulse Drive

SENSOR DATA

Defensive EW

Target #1

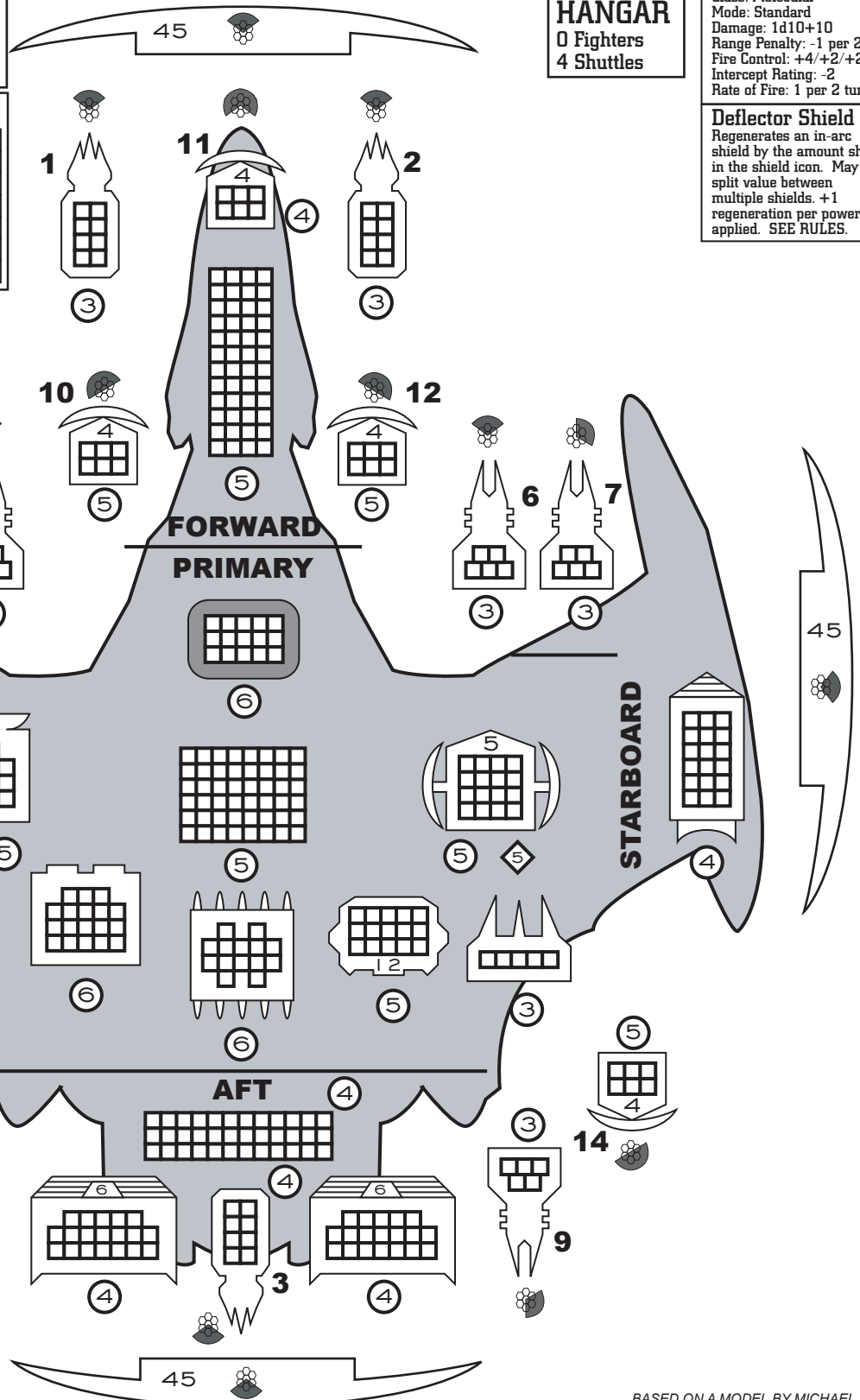
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

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