

Romulan Temar Vastaram Bird of Prey



V-9 (Night Flyer)

SPECS

Class: Medium Ship
 In Service: 2261
 Point Value: 375
 Ramming Factor: 80
 Warp Delay: 16 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
 Stb/Port Defense: 13
 Engine Efficiency: 3/1
 Power Shortage: -3
 Initiative Bonus: +12

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	1	2	2	2	3	3	3	4	4	4

WEAPON DATA

Light Plasma Mortar
 Class: Plasma
 Mode: Flash
 Dmg: 2d10+12 (-1 per hex)
 Max Range: -1 per hex after range 8
 Fire Control: +2/+0/--
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Blast Beam
 Class: Particle
 Mode: Raking (8)
 Dmg: 1d10+15 (-1 per 2 hexes)
 Range Penalty: -1 per hex
 Fire Control: +3/+1/+1
 Intercept Rating: -1
 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.

HANGAR

0 Fighters
 2 Shuttles

FORWARD HITS
 1-3: Deflector Shield
 4-7: Lt Plasma Mortar
 8-10: Blast Beam
 11-17: Structure
 18-20: PRIMARY Hit

AFT HITS
 1-6: Impulse Thrust
 7-9: Deflector Shield
 10-17: Structure
 18-20: PRIMARY Hit

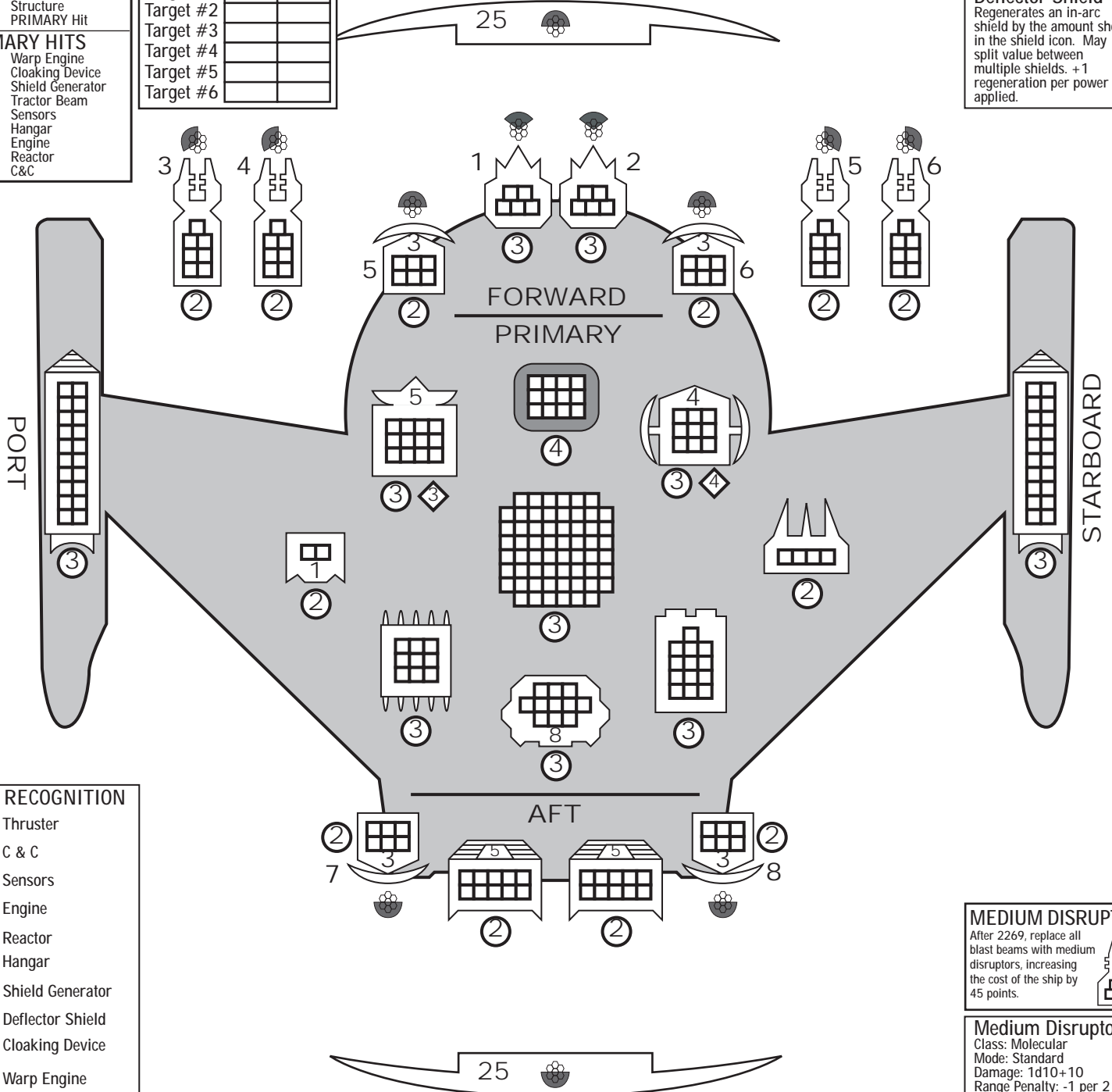
PRIMARY HITS
 1-6: Warp Engine
 7-8: Cloaking Device
 9-10: Shield Generator
 11: Tractor Beam
 12-13: Sensors
 14: Hangar
 15-17: Engine
 18-19: Reactor
 20: C&C

SPECIAL NOTES
 Gravitic Drive System
 Impulse Drive

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Cloaking Device
- Warp Engine
- Lt Plasma Mortar
- Blast Beam

MEDIUM DISRUPTOR
 After 2269, replace all blast beams with medium disruptors, increasing the cost of the ship by 45 points.

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