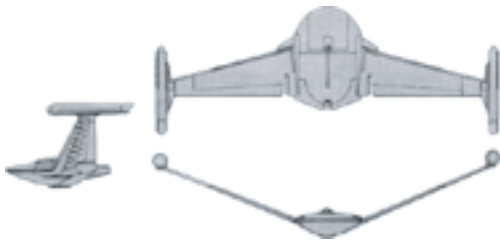




Romulan Vadaso Stelri Destroyer



V-1 (Starglider)

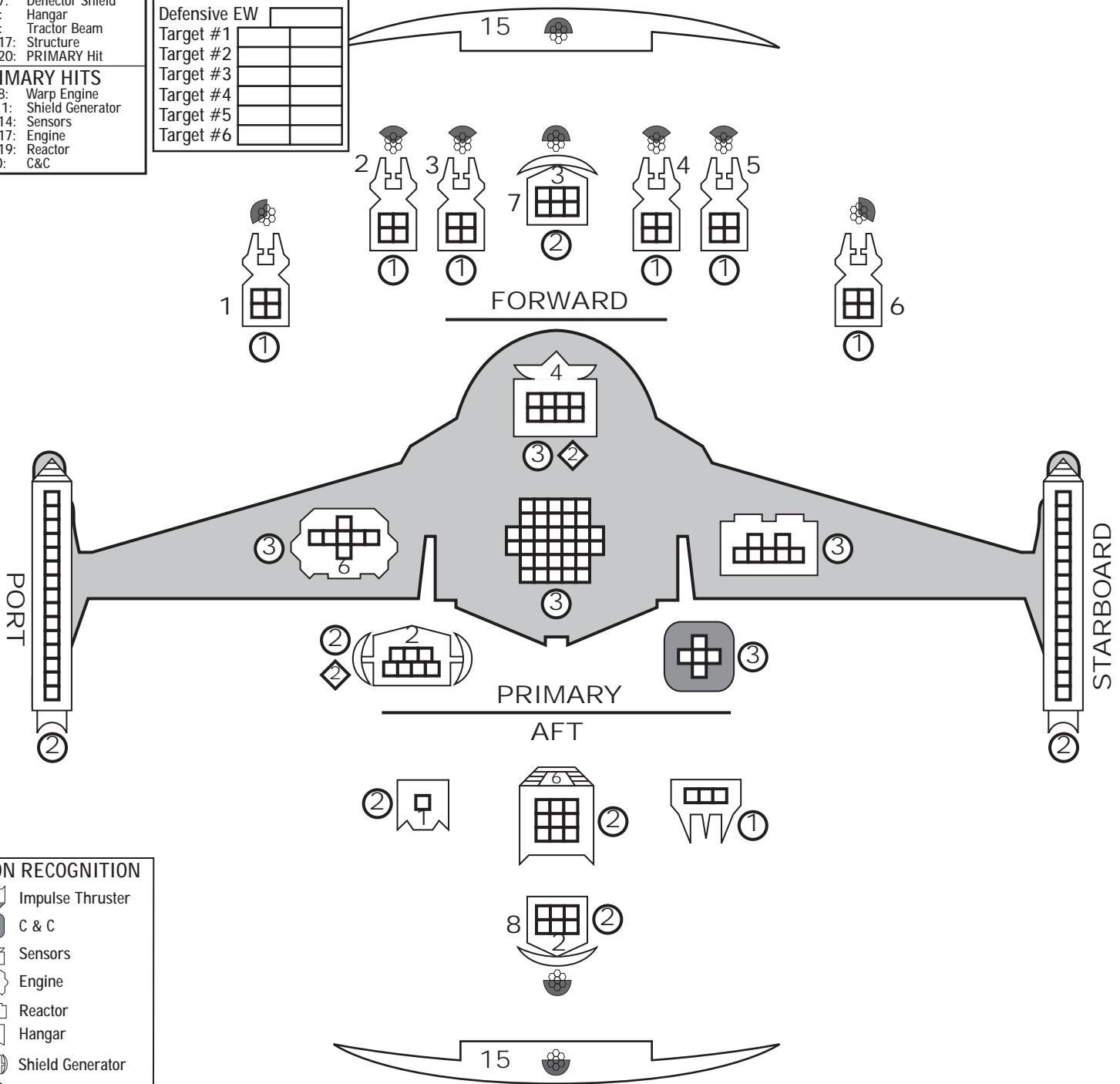
SPECS Class: Medium Ship In Service: 2240 Point Value: 200 Ramming Factor: 40 Warp Delay: 18 Turns	MANEUVERING Turn Cost: 1/3 Speed Turn Delay: 1/3 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 1+1 Thrust Roll Cost: 1+1 Thrust	COMBAT STATS Fwd/Aft Defense: 11 Stb/Port Defense: 10 Engine Efficiency: 2/1 Extra Power: 0 Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 2 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA Light Blast Beam Class: Particle Mode: Standard Damage: 1d6+4 Range Penalty: -2 per hex Fire Control: +2/+2/+2 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 1-3: Deflector Shield 4-8: Light Blast Beam 9-17: Structure 18-20: PRIMARY Hit
AFT HITS 1-4: Impulse Thruster 5-7: Deflector Shield 8: Hangar 9: Tractor Beam 10-17: Structure 18-20: PRIMARY Hit
PRIMARY HITS 1-8: Warp Engine 9-11: Shield Generator 12-14: Sensors 15-17: Engine 18-19: Reactor 20: C&C

SPECIAL NOTES Atmospheric Capable Gravitic Drive System Impulse Drive	
SENSOR DATA Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR
0 Fighters
1 Shuttle



	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Light Blast Beam