

# V-8 (Bird of Prey) Class VI Cruiser (Romulan) Type 1

Captain's Starship Combat Strategy/Tactics: \_\_\_\_\_

Maximum Power Units: 26

Current Power Units Available: \_\_\_\_\_

Casualties: \_\_\_\_\_ %

Power to Movement (Ratio: 1/3): \_\_\_\_\_

D	0	1	2	3	4	5	6	7	8	9
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Power to Weapons (RB-4 Beams, damage: +3 (1-2), +2 (3-6), +1 (7-10); RPL-2 Plasma Torpedo)

Beam Range:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
To-hit:	10	10	9	9	8	8	6	4	2	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Damage Bonus:	+3	+3	+2	+2	+2	+2	+1	+1	+1	+1	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0

Fwd/Port/Stbd

D	0	6
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Missile Range:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
To-hit:	10	9	8	7	7	7	6	6	5	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0
Missile Damage:	16	16	16	12	12	12	10	10	8	8	6	6	4	4	0	0	0	0	0	0	0	0	0	0

Fwd/Port/Stbd

D	0	15
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Shield Power Ratio: 2/1

F/P	Fwd	F/S	A/S	Aft	A/P
D	D	D	D	D	D
0	0	0	0	0	0
8	8	8	8	8	8

Superstructure

-10	-9	-8	-7	-6	-5	-4	-3	
-2	-1	0	1	2	3	4	5	
6	7	8	9	10	11	12	13	
14	15							13

Stress Chart (Maximum Warp Speeds: 4/6)

Speed	Sub	W1	W2	W3	W4	W5	W6	W7	W8	W9	W10
Engine	--	--	--	--	1	1	2	n/a	n/a	n/a	n/a
Superstructure	--	--	--	1	1	2	2	n/a	n/a	n/a	n/a

Sensors

D	OP
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Tractor Beam

D	OP
---	----

Life Support

D	OP
---	----

Transporter

D	OP
---	----

Cloaking Device

D	0	15
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Roll	1	2	3	4	5	6	7	8	9	10
Fwd/Port	Shield	Beam (.5)	Port Warp	Port Warp	Port Warp	Super (.2)	Super (1)	Super (2)	Sensors	Bridge
Forward	Shield	Beam	Missile (.5)	Super (1)	Super (1)	Super (2)	Super (2)	Sensors	Bridge	Bridge
Fwd/Stbd	Shield	Beam (.5)	Stbd Warp	Stbd Warp	Stbd Warp	Super (.2)	Super (1)	Super (2)	Sensors	Bridge
Aft/Stbd	Shield	Beam	Stbd Warp	Stbd Warp	Stbd Warp	Impulse (.2)	Super (1)	Super (2)	Super (2)	Super (5)
Aft	Shield	Missile (.5)	Stbd Warp	Port Warp	Impulse	Super (1)	Super (1)	Super (3)	Tractor	Engr out
Aft/Port	Shield	Beam	Port Warp	Port Warp	Port Warp	Impulse (.2)	Super (1)	Super (2)	Super (2)	Super (5)

# V-8 (Bird of Prey) Class VI Cruiser (Romulan) Type 4

Captain's Starship Combat Strategy/Tactics: \_\_\_\_\_

Maximum Power Units: 28

Current Power Units Available: \_\_\_\_\_

Casualties: \_\_\_\_\_ %

Power to Movement (Ratio: 1/3): \_\_\_\_\_

D	0	1	2	3	4	5	6	7	8	9	10
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Power to Weapons (RB-6 Beams, damage +2 (1-18); RPL-2 Plasma Torpedo)

Beam Range:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
To-hit:	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	1	0	0	0	0	0	0
Damage Bonus:	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+0	+0	+0	+0	+0	+0

Fwd/Port/Stbd

D	0	6
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Missile Range:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
To-hit:	10	9	8	7	7	7	6	6	5	5	4	3	2	1	0	0	0	0	0	0	0	0	0	0
Missile Damage:	16	16	16	12	12	12	10	10	8	8	6	6	4	4	0	0	0	0	0	0	0	0	0	0

Fwd/Port/Stbd

D	0	15
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Shield Power Ratio: 2/1

F/P	Fwd	F/S	A/S	Aft	A/P
D	D	D	D	D	D
0	0	0	0	0	0
11	11	11	11	11	1

Superstructure

-10	-9	-8	-7	-6	-5	-4	-3	
-2	-1	0	1	2	3	4	5	
6	7	8	9	10	11	12	13	
14	15	[Hatched Area]						

Stress Chart (Maximum Warp Speeds: 4/6)

Speed	Sub	W1	W2	W3	W4	W5	W6	W7	W8	W9	W10
Engine	--	--	--	--	1	1	2	n/a	n/a	n/a	n/a
Superstructure	--	--	--	1	1	2	2	n/a	n/a	n/a	n/a

Sensors

D	OP
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Tractor Beam

D	OP
---	----

Life Support

D	OP
---	----

Transporter

D	OP
---	----

Cloaking Device

D	0	15
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Roll	1	2	3	4	5	6	7	8	9	10
Fwd/Port	Shield	Beam (.5)	Port Warp	Port Warp	Port Warp	Super (.2)	Super (1)	Super (2)	Sensors	Bridge
Forward	Shield	Beam	Missile (.5)	Super (1)	Super (1)	Super (2)	Super (2)	Sensors	Bridge	Bridge
Fwd/Stbd	Shield	Beam (.5)	Stbd Warp	Stbd Warp	Stbd Warp	Super (.2)	Super (1)	Super (2)	Sensors	Bridge
Aft/Stbd	Shield	Beam	Stbd Warp	Stbd Warp	Stbd Warp	Impulse (.2)	Super (1)	Super (2)	Super (2)	Super (5)
Aft	Shield	Missile (.5)	Stbd Warp	Port Warp	Impulse	Super (1)	Super (1)	Super (3)	Tractor	Engr out
Aft/Port	Shield	Beam	Port Warp	Port Warp	Port Warp	Impulse (.2)	Super (1)	Super (2)	Super (2)	Super (5)