



Romulan Lairh'dhael Bird of Prey

SPECS			MANEUVERING							COMBAT STATS				
Class: Medium Ship			Turn Cost: 1/3 Speed							Fwd/Aft Defense: 12				
In Service: 2348			Turn Delay: 1/3 Speed							Stb/Port Defense: 14				
Point Value: 480			Accel/Decel Cost: 2 Thrust							Engine Efficiency: 2/1				
Ramming Factor: 65			Pivot Cost: 2 Thrust							Extra Power: +0				
Warp Delay: 6 Turns			Roll Cost: 2 Thrust							Initiative Bonus: +12				
Speed	1	2	3	4	5	6	7	8	9	10	11	12		
Turn Cost	1	1	1	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

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 

Heavy Disruptor
 Class: Molecular
 Mode: R, P
 Damage: 2d10+22
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+2/-2
 Intercept Rating: -1
 Rate of Fire: 1 per 3 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: -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. 

(Death Bird)

FORWARD HITS

- 1-3: Deflector Shield
4-5: Plasma Torpedo
6-8: Medium Disruptor
9-10: Light Disruptor
11: Hvy Disruptor (Aft)
12-17: Structure
18-20: PRIMARY Hit

AFT HITS

- 1-6: Impulse Thrust
7-9: Deflector Shield
10-12: Heavy Disruptor
13-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Warp Engine
- 9: Hangar
- 10: Cloaking Device
- 11-12: Shield Generator
- 13-14: Sensors
- 15: Tractor Beam
- 16-17: Engine
- 18-19: Reactor
- 20: C&C

SPECIAL NOTES

Limited Availability (33%)

Agile Ship

Atmospheric Capable

Gravitic Drive System

Impulse Drive

SENSOR DATA

Defensive EW

Target #1

Target #2















Target #3

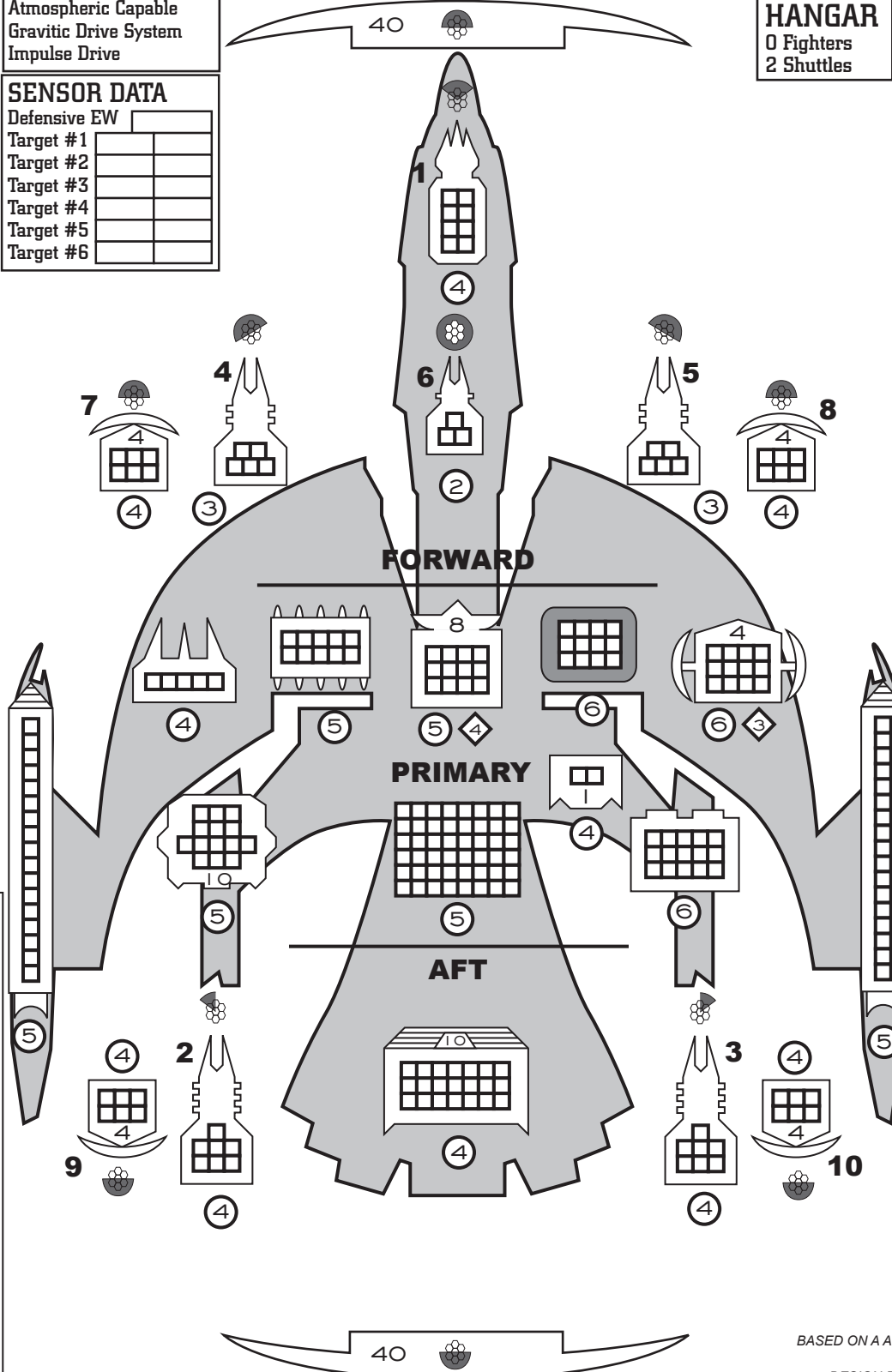
Target #4

Target #5

Target #6

ICON RECOGNITION

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



BASED ON A ARTWORK BY BRAD TORGENSEN
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