

Romulan Vas'Hatham Bird of Prey

SPECS

Class: Medium Ship
In Service: 2245
Point Value: 360
Ramming Factor: 70
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
Extra Power: 0
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

Plasma Mortar

Class: Plasma
Mode: Flash
Dmg: 2d10+25 (-1 per hex)
Max Range: -1 per hex after range 12
Fire Control: +3/+0/-
Intercept Rating: n/a
Rate of Fire: 1 per 3 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

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.

FORWARD HITS

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

AFT HITS

1-6: Impulse Thrust
7-8: Deflector Shield
9-17: 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

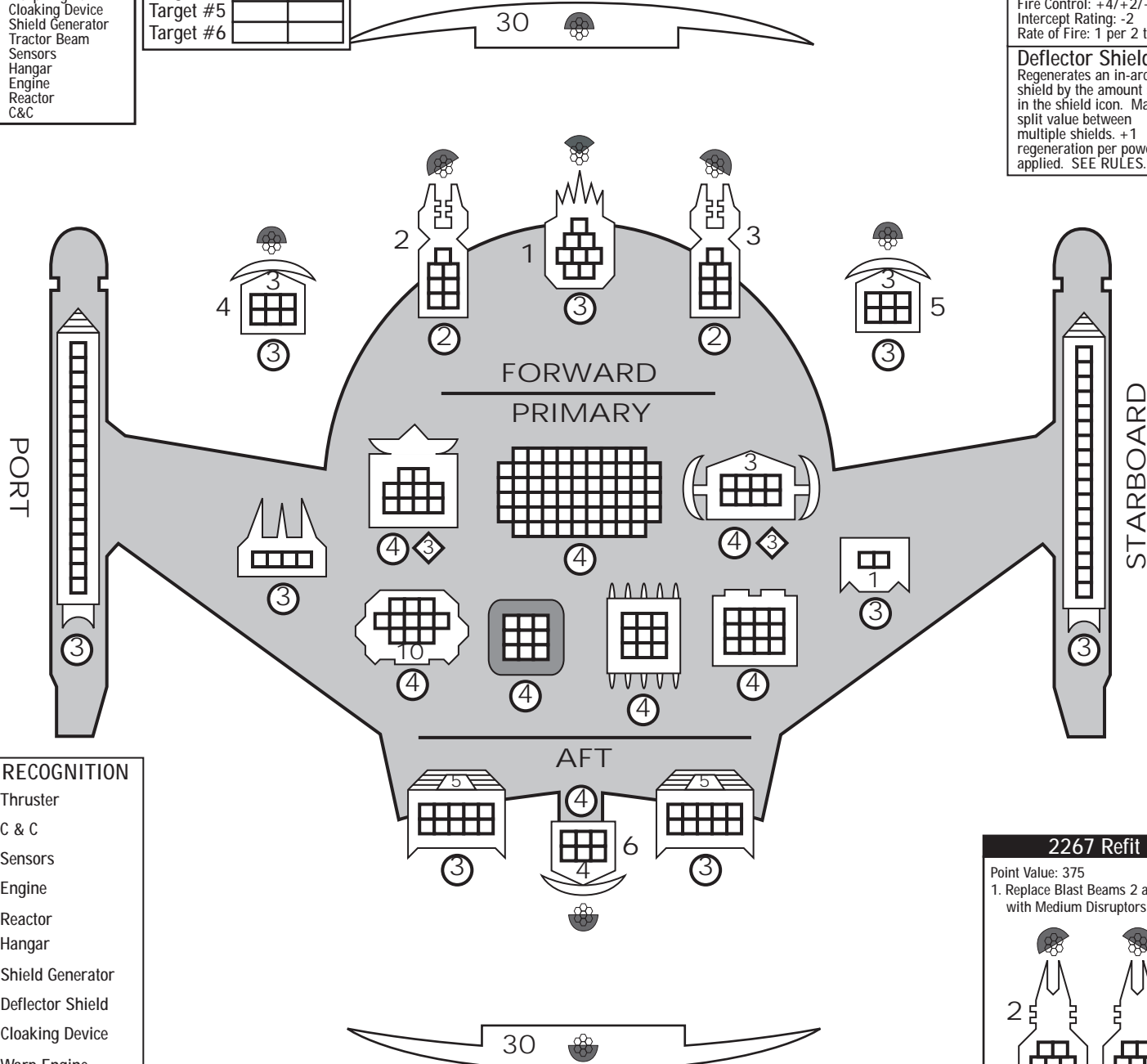
Target #6

SENSOR REFIT

System	2245	2267
Sensor Rating	5	6

HANGAR

0 Fighters
2 Shuttles



ICON RECOGNITION

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

2267 Refit

Point Value: 375

1. Replace Blast Beams 2 and 3 with Medium Disruptors 2 and 3.

