

# Romulan Bird of Prey

## SPECS

Class: Medium Ship  
In Service: 2266  
Point Value: 325  
Ramming Factor: 60  
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

### 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.

## FORWARD HITS

1-3: Deflector Shield  
4-7: Plasma Mortar  
8-10: Medium Disruptor  
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

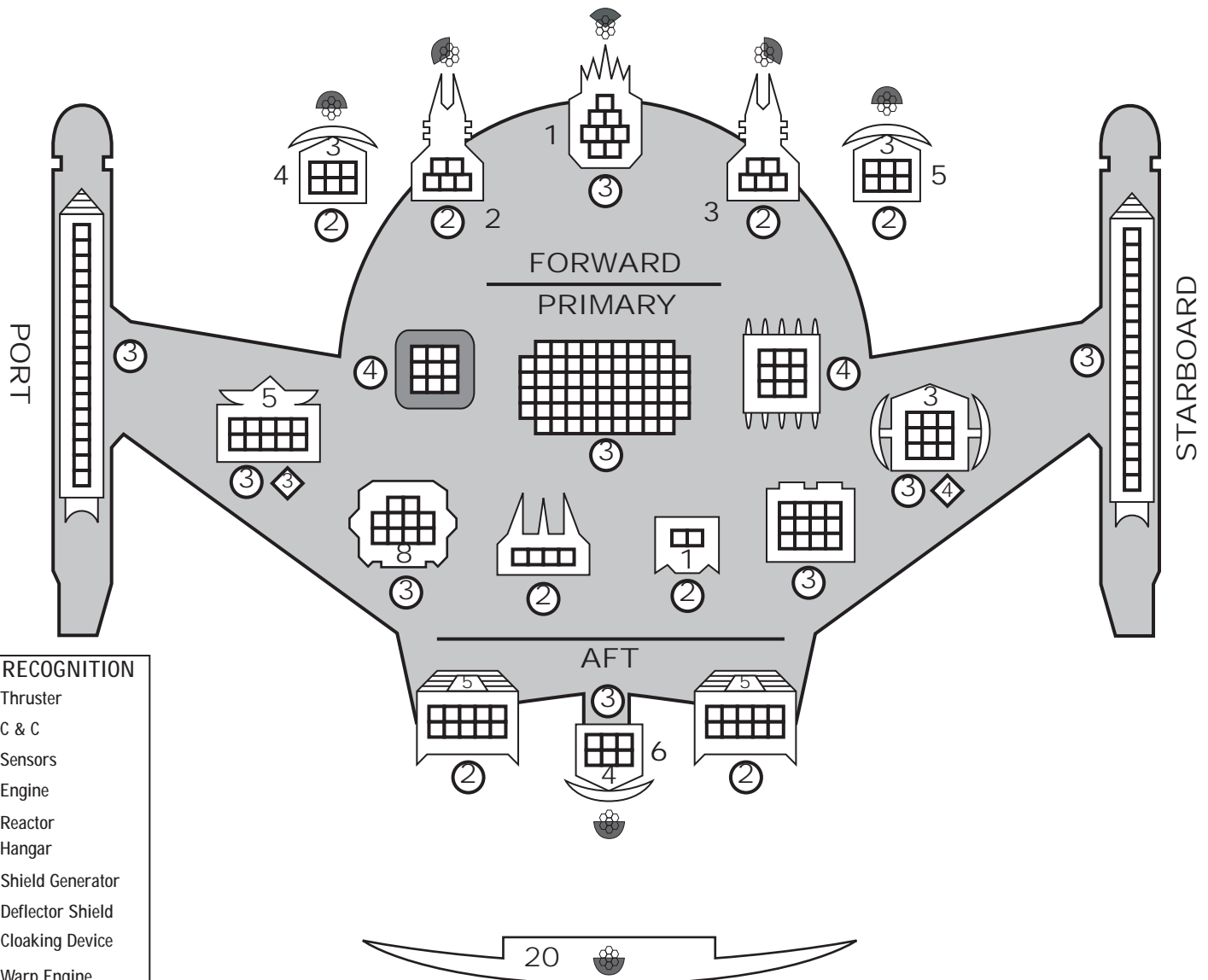
Target #4

Target #5

Target #6

## 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