

Name: \_\_\_\_\_ Counter: \_\_\_\_\_

# Reman Advanced Warbird

## SPECS

Class: Capital Ship  
In Service: 2384  
Point Value: 1850  
Ramming Factor: 420  
Warp Delay: 3 Turns

## MANEUVERING

Turn Cost: 4/3 x Speed  
Turn Delay: 4/3 Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 17  
Stb/Port Defense: 17  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +0

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

## WEAPON DATA

**Hvy Disruption Bolt**  
Class: Molecular  
Mode: Standard  
Damage: 22  
Range Penalty: -1 per 3 hexes  
Fire Control: +4/+2/-1  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

**Disruption Bolt**  
Class: Molecular  
Mode: Standard  
Damage: 16  
Range Penalty: -1 per 2 hexes  
Fire Control: +4/+3/+1  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns

**Photon Torpedo**  
Class: Ballistic + Antimatter  
Mode: Standard  
Damage: X+10  
Max X: 20  
Range Penalty: -1 per 5 hexes  
Max Range: 50 hexes  
Fire Control: +4/+2/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

**Light Disruption Bolt**  
Class: Molecular  
Mode: Standard  
Damage: 12  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+2  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## FORWARD HITS

- 1-2: Deflector Shield
- 3-4: Photon Torpedo
- 5-6: Disruption Bolt
- 7-8: Hvy Disruption Bolt
- 9-18: Forward Structure
- 19-20: PRIMARY Hit

## SIDE HITS

- 1-2: Impulse Thruster
- 3: Deflector Shield
- 4-5: Photon Torpedo
- 6-7: Disruption Bolt
- 8-9: Hvy Disruption Bolt
- 10-11: Lt Disruption Bolt
- 12-18: Port/Stb Structure
- 19-20: PRIMARY Hit

## AFT HITS

- 1-3: Impulse Thruster
- 4-5: Deflector Shield
- 6-7: Disruption Bolt
- 8-9: Hvy Disruption Bolt
- 10-18: Aft Structure
- 19-20: PRIMARY Hit

## PRIMARY HITS

- 1-7: Primary Structure
- 8-9: Cloaking Device
- 10-11: Shield Generator
- 12: Tractor Beam
- 13-14: Sensors
- 15: Hangar
- 16-17: Engine
- 18-19: Reactor
- 20: C&C

## SPECIAL NOTES

+1 initiative to fleet  
Gravitic Drive System  
Impulse Drive

## SENSOR DATA

Defensive EW

Target #1  
Target #2  
Target #3  
Target #4  
Target #5  
Target #6

**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.

## HANGAR

12 Fighters  
4 Shuttles

## ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Cloaking Device
- Warp Engine
- Hvy Disruption Bolt
- Photon Torpedo
- Disruption Bolt
- Lt Disruption Bolt

