



Romulan Arius Bird of Prey

SPECS

Class: Medium Ship
 In Service: 2330
 Point Value: 430
 Ramming Factor: 70
 Warp Delay: 6 Turns

MANEUVERING

Turn Cost: 1/3 Speed
 Turn Delay: 1/2 Speed
 Accel/Decel Cost: 2 Thrust
 Pivot Cost: 2 Thrust
 Roll Cost: 2 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
 Stb/Port Defense: 14
 Engine Efficiency: 2/1
 Extra Power: 0
 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	2	2	3	3	4	4	5	5	6	6

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

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

HANGAR

0 Fighters
 2 Shuttles

SIDE HITS

- 1-3: Deflector Shield
- 4-5: Medium Disruptor
- 6-7: Plasma Torpedo
- 8-9: Light Disruptor
- 10-12: Impulse Thruster
- 13-18: Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

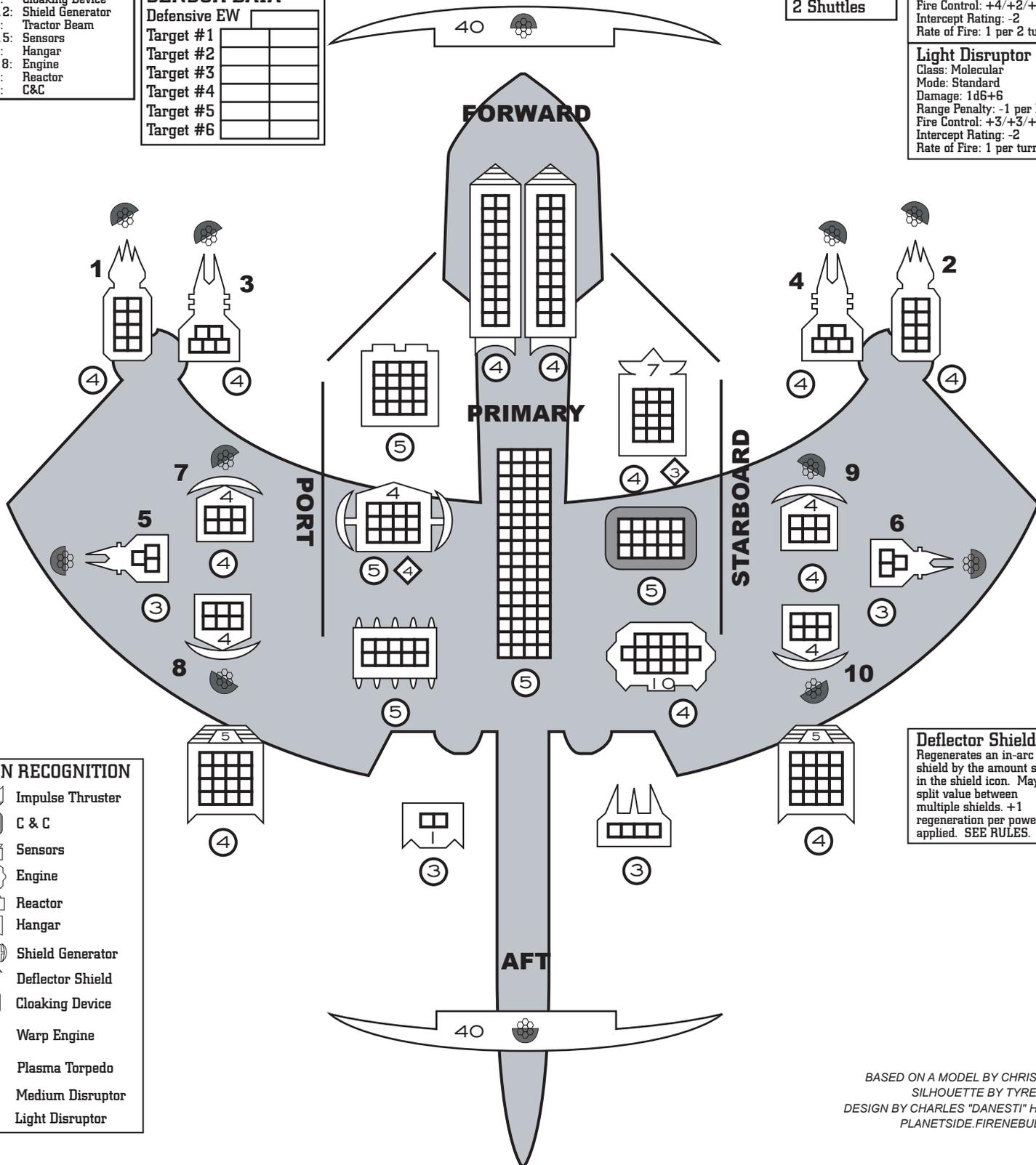
- 1-6: Primary Structure
- 7-9: Warp Engine
- 10: Cloaking Device
- 11-12: Shield Generator
- 13: Tractor Beam
- 14-15: Sensors
- 16: Hangar
- 17-18: Engine
- 19: Reactor
- 20: C&C

SPECIAL NOTES

Agile Ship
 Special Hull Arrangement
 (No Fwd/Aft Hits)
 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
- Medium Disruptor
- Light Disruptor

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.