



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

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

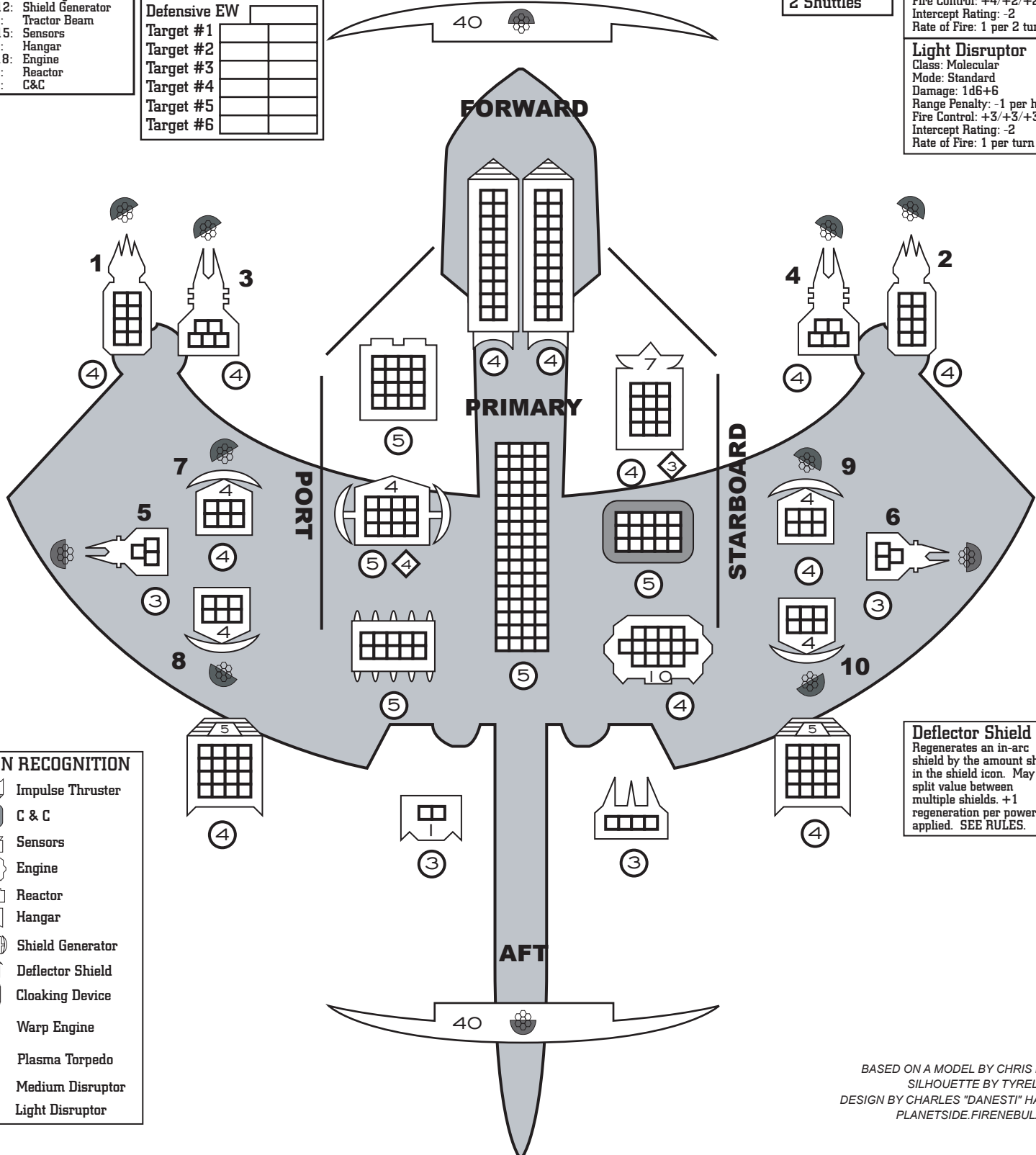
Target #4

Target #5

Target #6

HANGAR

0 Fighters
2 Shuttles



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.