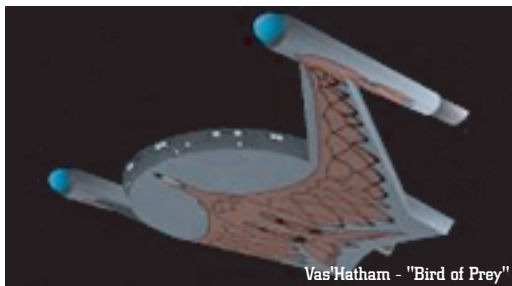




Romulan Vas'Hatham Bird of Prey



Vas'Hatham - "Bird of Prey"

SPECS
 Class: Hvy Combat Vsl
 In Service: 2259
 Point Value: 540
 Ramming Factor: 110
 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: 2/1
 Extra Power: +5
 Initiative Bonus: +6

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

WEAPON DATA
Plasma Mortar
 Class: Plasma
 Mode: Flash
 Dmg: 6d10+25 (-2 per hex)
 Max Range: -1 per hex after range 12
 Fire Control: +4/+1/-
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Blast Beam
 Class: Particle
 Mode: Raking (8)
 Dmg: 1d10+18 (-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+12
 +2 power: 1d10+16
 +4 power: 1d10+20
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+2/+2
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns

Deflector Shield
 Subtract Shield Factor from any damage scored through arc. Shield projections only absorb damage if a functional Deflector Shield is in arc.

SIDE HITS
 1-3: Impulse Thruster
 4-5: Deflector Shield
 6: Plasma Mortar
 7-8: Blast Beam / Drptr
 9-11: Warp Engine
 12-18: Port/Stb Structure
 19-20: PRIMARY Hit

SPECIAL NOTES
 Gravitic Drive System
 Impulse Drive
 Special Hull Arrangement
 (No Fwd/Aft Hits or Struct)

PRIMARY HITS
 1-6: Primary Structure
 7-8: Cloaking Device
 9: Tractor Beam
 10-11: Shield Generator
 12-13: Sensors
 14-15: Hangar
 16-17: Engine
 18-19: Reactor
 20: C&C

SENSOR DATA

Defensive EW

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

Note: Plasma Mortar is part of both side sections.

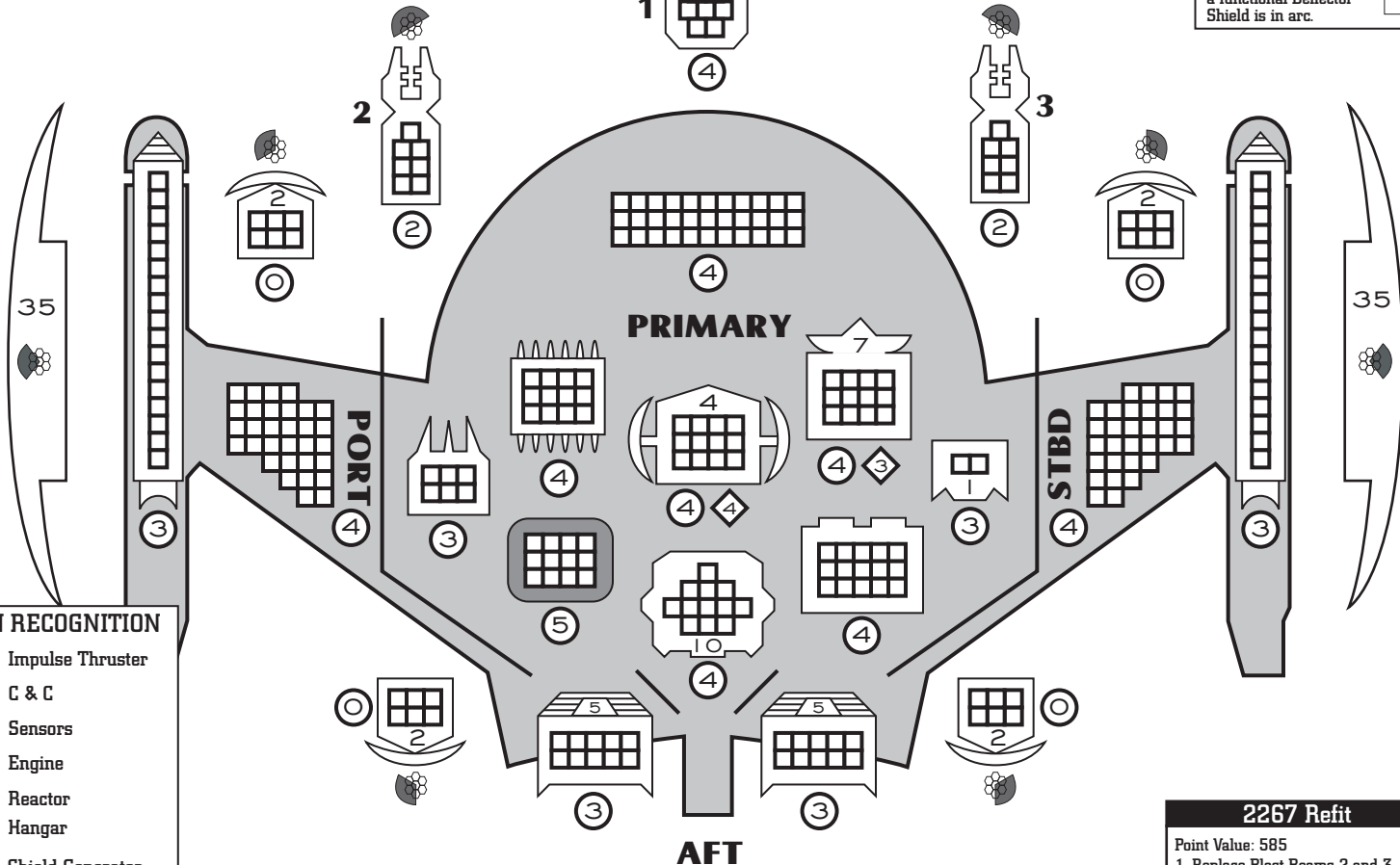
HANGAR
 0 Fighters
 2 Shuttles

SHIELD CHART

Shield Capacity	Max Absorb
35 - 27	18
26 - 19	13
18 - 10	9
9 - 0	6



FORWARD



- ICON RECOGNITION**
- Impulse Thruster
 - C & C
 - Sensors
 - Engine
 - Reactor
 - Hangar
 - Shield Generator
 - Deflector Shield
 - Cloaking Device
 - Warp Engine
 - Tractor Beam
 - Plasma Mortar
 - Blast Beam
 - Medium Disruptor

Cloak Rating	1	2	3	4	5	6	7	8	9	10
Power Req	1	3	6	10	15	21	28	36	45	55

2267 Refit
 Point Value: 585
 1. Replace Blast Beams 2 and 3 with Medium Disruptors 2 and 3.
 2. Extra Power: +7