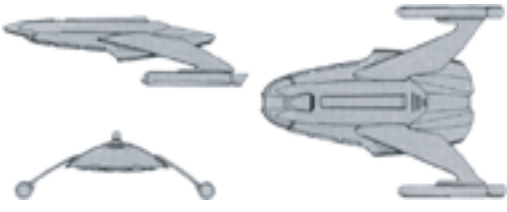




Romulan Hathos Scout Cruiser



V-2 (Hunter)

SPECS
 Class: Hvy Combat Vsl
 In Service: 2254
 Point Value: 330
 Ramming Factor: 80
 Warp Delay: 16 Turns

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

COMBAT STATS
 Fwd/Aft Defense: 14
 Stb/Port Defense: 13
 Engine Efficiency: 2/1
 Power Shortage: -6
 Initiative Bonus: +6

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	2	2	3	3	4	4	5	5	6	6

WEAPON DATA
Light Plasma Mortar
 Class: Plasma
 Mode: Flash
 Dmg: 2d10+12 (-1 per hex)
 Max Range: -1 per hex after range 8
 Fire Control: +2/+0/--
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Blast Beam
 Class: Particle
 Mode: Raking (8)
 Dmg: 1d10+15 (-1 per 2 hexes)
 Range Penalty: -1 per hex
 Fire Control: +3/+1/+1
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns

Light Blast Beam
 Class: Particle
 Mode: Standard
 Damage: 1d6+4
 Range Penalty: -2 per hex
 Fire Control: +2/+2/+2
 Intercept Rating: -2
 Rate of Fire: 1 per turn

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
 0 Fighters
 2 Shuttles

FORWARD HITS
 1-3: Deflector Shield
 4-5: Lt Plasma Mortar
 6-9: Blast Beam
 10-18: Forward Structure
 19-20: PRIMARY Hit

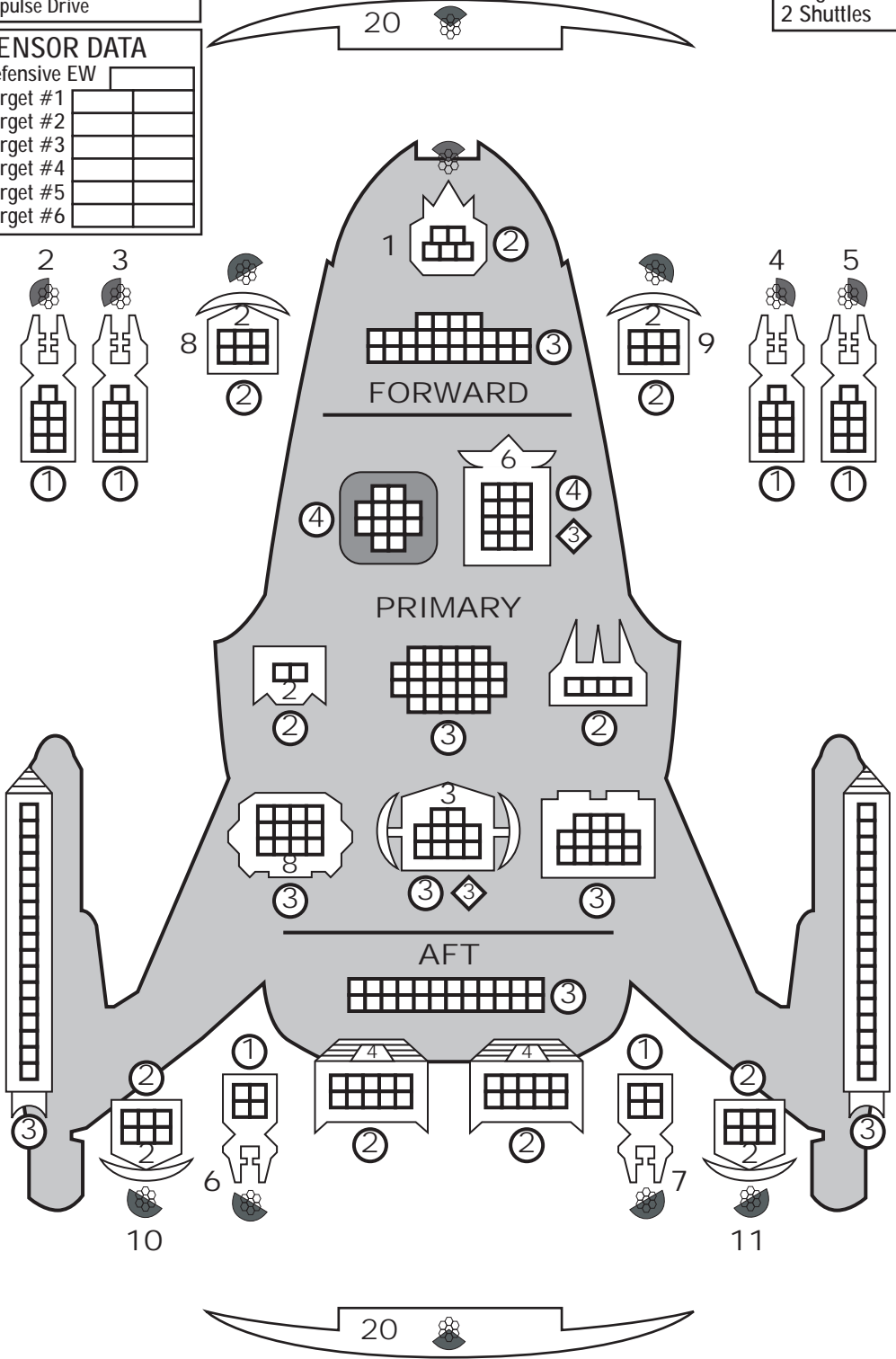
SPECIAL NOTES
 ELINT Ship
 Gravitic Drive System
 Impulse Drive

AFT HITS
 1-3: Impulse Thruster
 4-5: Deflector Shield
 6-7: Light Blast Beam
 8-11: Warp Engine
 12-18: Aft Structure
 19-20: PRIMARY Hit

SENSOR DATA
 Defensive EW

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

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



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Cloaking Device
- Warp Engine
- Lt Plasma Mortar
- Blast Beam
- Light Blast Beam