



Reman Scimitar Warbird

SPECS

Class: Capital Ship
 In Service: 2377
 Point Value: 2800
 Ramming Factor: 520
 Warp Delay: 3 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 19
 Stb/Port Defense: 17
 Engine Efficiency: 5/1
 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

Thalaron Cannon
 Class: Molecular
 Mode: Standard
 Damage: Auto-kills anything it hits
 Range Penalty: n/a
 Max Range: 10 hexes
 Fire Control: n/a
 Intercept Rating: N/A
 Rate of Fire: 1 per 25 turns
 Notes: Takes eight full turns to deploy after the weapon is fully charged; may not fire weapons or maneuver during deployment. Begins scenario non-deployed. Cannot fire if both port/stb struct destroyed.

FORWARD HITS

- 1-3: Deflector Shield
- 4-6: Photon Torpedo
- 7-10: Disruption Bolt
- 11-18: Forward Structure
- 19-20: PRIMARY Hit

SPECIAL NOTES

Unique Ship
 Enhanced Cloaking Device
 Gravitic Drive System
 Impulse Drive

SIDE HITS

- 1-2: Deflector Shield
- 3-4: Photon Torpedo
- 5-7: Disruption Bolt
- 8-10: Warp Engine
- 11-18: Port/Stb Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-6: Impulse Thruster
- 7-8: Deflector Shield
- 9-10: Photon Torpedo
- 11-12: Disruption Bolt
- 13-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

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

SENSOR DATA

Defensive EW

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

HANGAR

36 Fighters
 6 Shuttles

Disruption Bolt

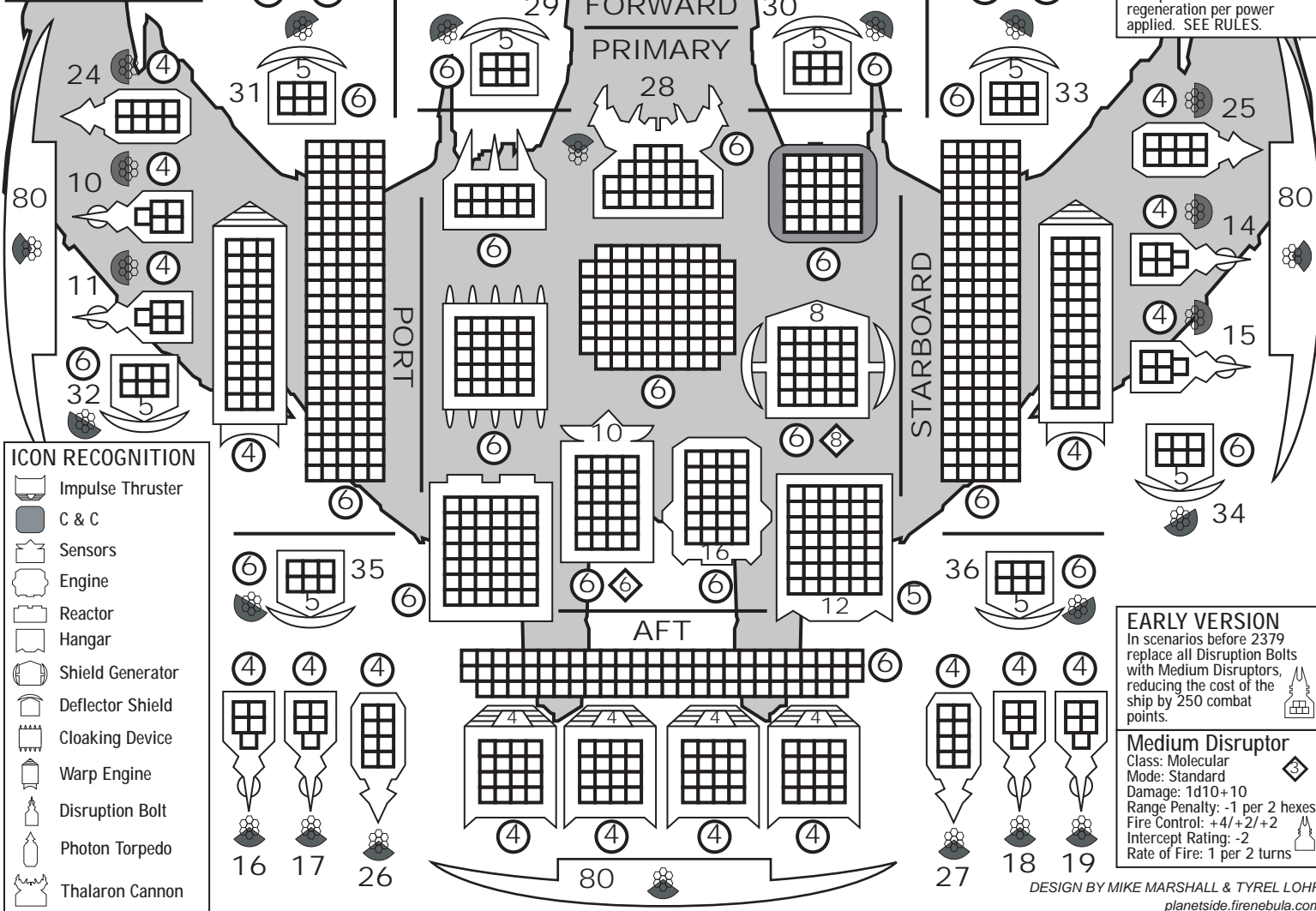
Class: Molecular
 Mode: Standard
 Damage: 16
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+3/+1
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns

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

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.



ICON RECOGNITION

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

EARLY VERSION

In scenarios before 2379 replace all Disruption Bolts with Medium Disruptors, reducing the cost of the ship by 250 combat points.

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