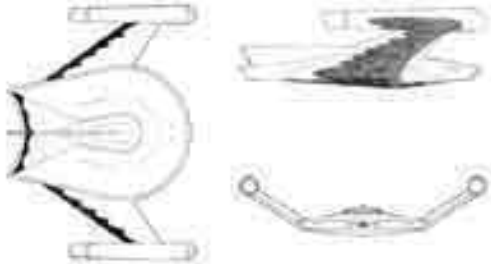




Romulan Vas'Hatham Bird of Prey



SPECS		MANEUVERING		COMBAT STATS								
Class: Medium Ship		Turn Cost: 1/2 Speed		Fwd/Aft Defense: 12								
In Service: 2260		Turn Delay: 1/3 Speed		Stb/Port Defense: 13								
Point Value: 325		Accel/Decel Cost: 2 Thrust		Engine Efficiency: 3/1								
Ramming Factor: 60		Pivot Cost: 2+2 Thrust		Extra Power: 0								
Warp Delay: 16 Turns		Roll Cost: 2+2 Thrust		Initiative Bonus: +12								
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	1	2	2	2	3	3	3	4	4	4

WEAPON DATA	
Plasma Mortar	
Class: Plasma	
Mode: Flash	
Dmg: 2d10+25 (-1 per hex)	
Max Range: -1 per hex after range 12	
Fire Control: +3/+0/-	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 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	

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.	

HANGAR
0 Fighters
2 Shuttles

FORWARD HITS
1-3: Deflector Shield
4-7: Plasma Mortar
8-10: Medium Disruptor
11-17: Structure
18-20: PRIMARY Hit

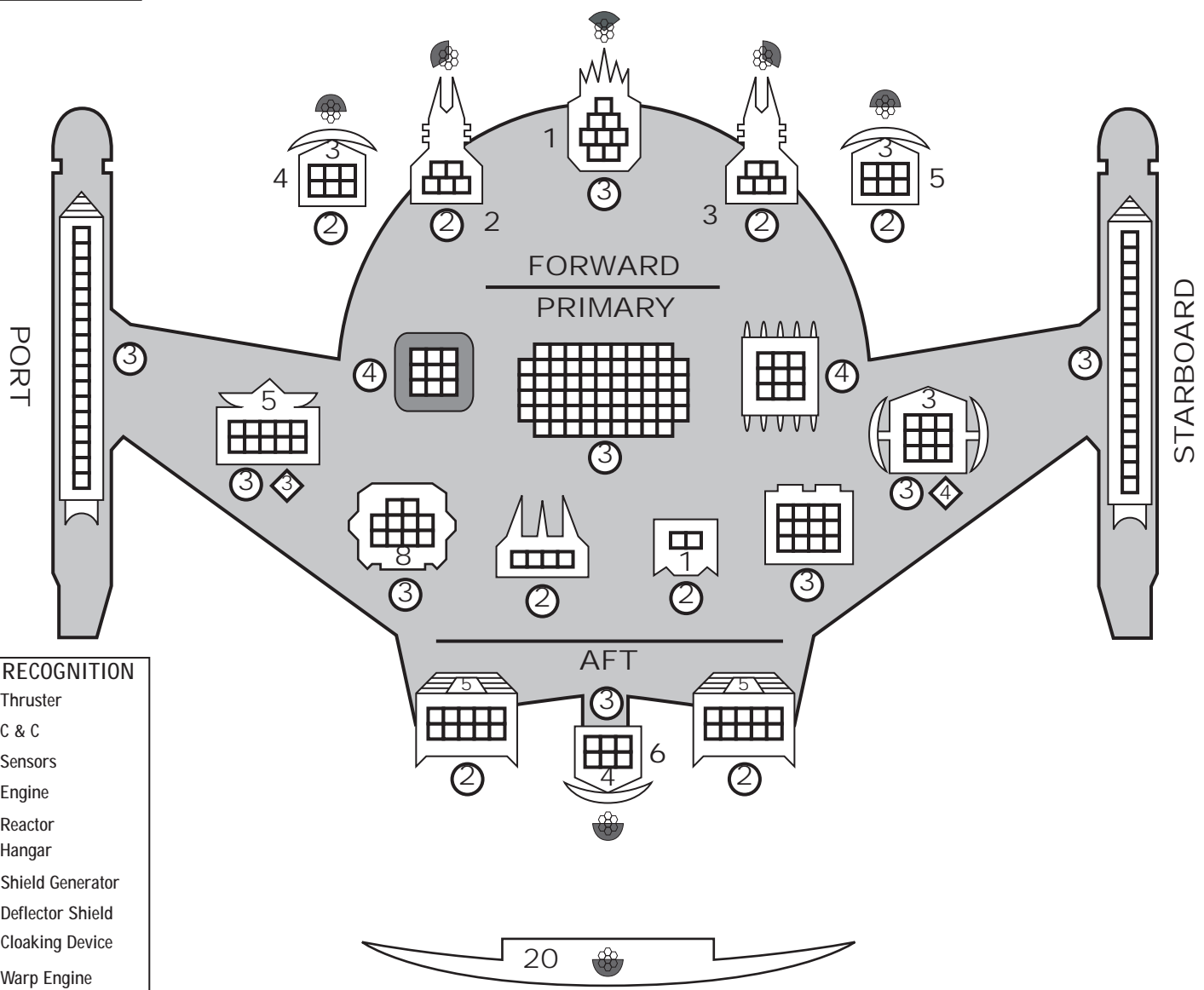
SPECIAL NOTES
Gravitic Drive System
Impulse Drive

AFT HITS
1-6: Impulse Thrust
7-8: Deflector Shield
9-17: Structure
18-20: PRIMARY Hit

SENSOR DATA

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

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Cloaking Device
- Warp Engine
- Plasma Mortar
- Medium Disruptor

