



Version 1: 2E/ST

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Reman Scimitar Improved Warbird

<b>SPECS</b>		<b>MANEUVERING</b>		<b>COMBAT STATS</b>								
Class: Capital Ship		Turn Cost: 4/3 Speed		Fwd/Aft Defense: 19								
In Service: 2385		Turn Delay: 4/3 Speed		Stb/Port Defense: 17								
Point Value: 3200		Accel/Decel Cost: 3 Thrust		Engine Efficiency: 5/1								
Ramming Factor: 520		Pivot Cost: 3+3 Thrust		Extra Power: 0								
Warp Delay: 3 Turns		Roll Cost: 2+2 Thrust		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

<b>WEAPON DATA</b>	
<b>Hvy Disruption Bolt</b>	
Class: Molecular	
Mode: Standard	
Damage: 22	
Range Penalty: -1 per 3 hexes	
Fire Control: +4/+2/-1	
Intercept Rating: -1	
Rate of Fire: 1 per 2 turns	

<b>FORWARD HITS</b>	
1-3: Deflector Shield	
4-6: Photon Torpedo	
7-9: Hvy Disruption Bolt	
10-11: Hvy Disruption Bolt	
12-18: Forward Structure	
19-20: PRIMARY Hit	

<b>SPECIAL NOTES</b>	
Restricted Deployment (10%)	
Enhanced Cloaking Device	
Gravitic Drive System	
Impulse Drive	

<b>SIDE HITS</b>	
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	

<b>SENSOR DATA</b>	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

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

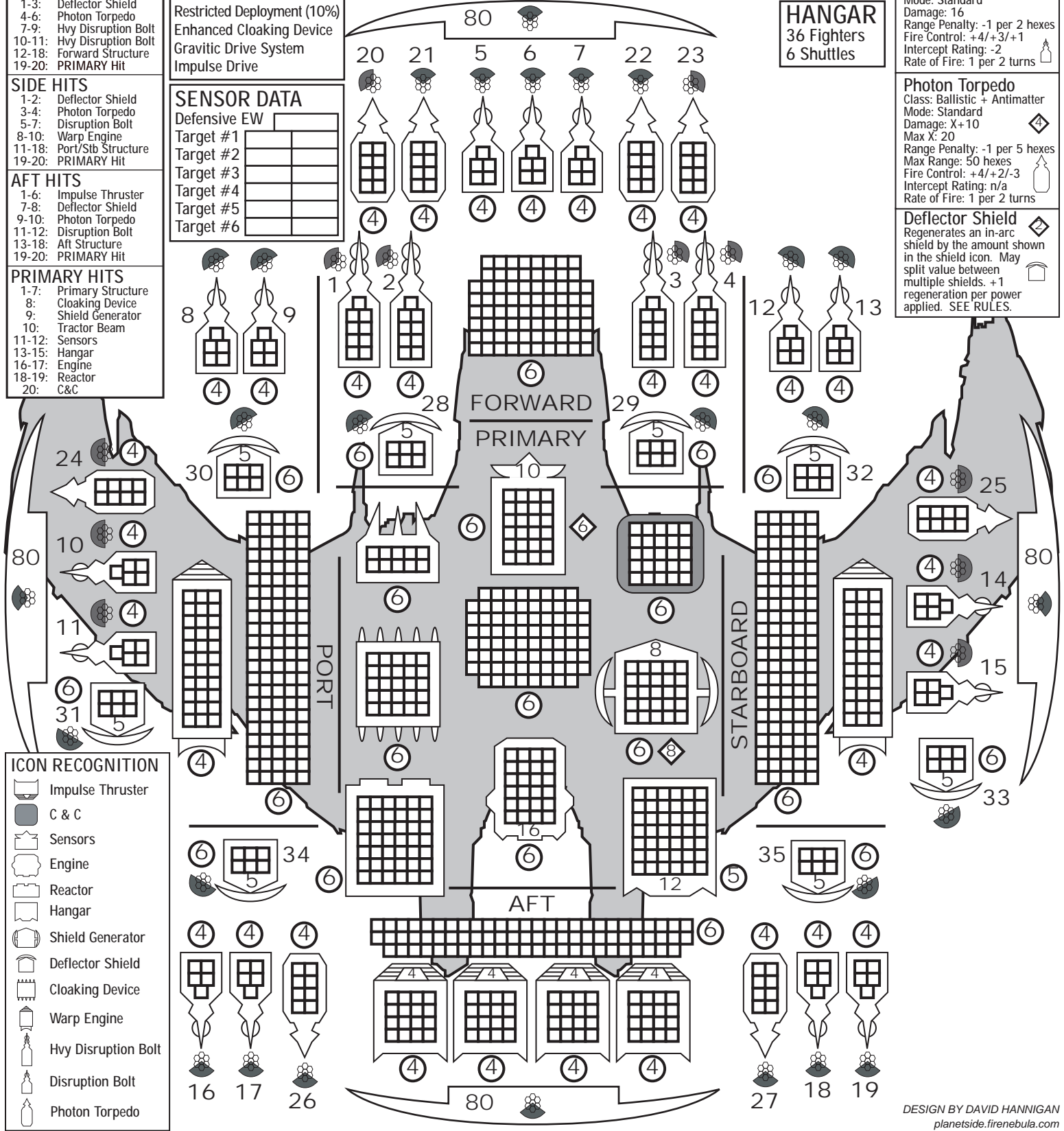
<b>PRIMARY HITS</b>	
1-7: Primary Structure	
8: Cloaking Device	
9: Shield Generator	
10: Tractor Beam	
11-12: Sensors	
13-15: Hangar	
16-17: Engine	
18-19: Reactor	
20: C&C	

**HANGAR**  
36 Fighters  
6 Shuttles

<b>Disruption Bolt</b>	
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	

<b>Photon Torpedo</b>	
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	

<b>Deflector Shield</b>	
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	



<b>ICON RECOGNITION</b>	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Cloaking Device
	Warp Engine
	Hvy Disruption Bolt
	Disruption Bolt
	Photon Torpedo