



V-24 (Greater Bird)

Version 1: 2E/ST

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

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



# Romulan D'vas Bird of Prey

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 13
In Service: 2293	Turn Delay: 1/2 Speed	Stb/Port Defense: 15
Point Value: 460	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 100	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 6 Turns	Roll Cost: 2+2 Thrust	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

**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.

**FORWARD HITS**  
 1-3: Deflector Shield  
 4-6: Plasma Mortar  
 7-10: Medium Disruptor  
 11-18: Forward Structure  
 19-20: PRIMARY Hit

**SPECIAL NOTES**  
 Limited Availability (33%)  
 Atmospheric Capable  
 Gravitic Drive System  
 Impulse Drive

**AFT HITS**  
 1-4: Main Thrust  
 5-7: Deflector Shield  
 8-11: Warp Engine  
 12-18: Aft Structure  
 19-20: PRIMARY Hit

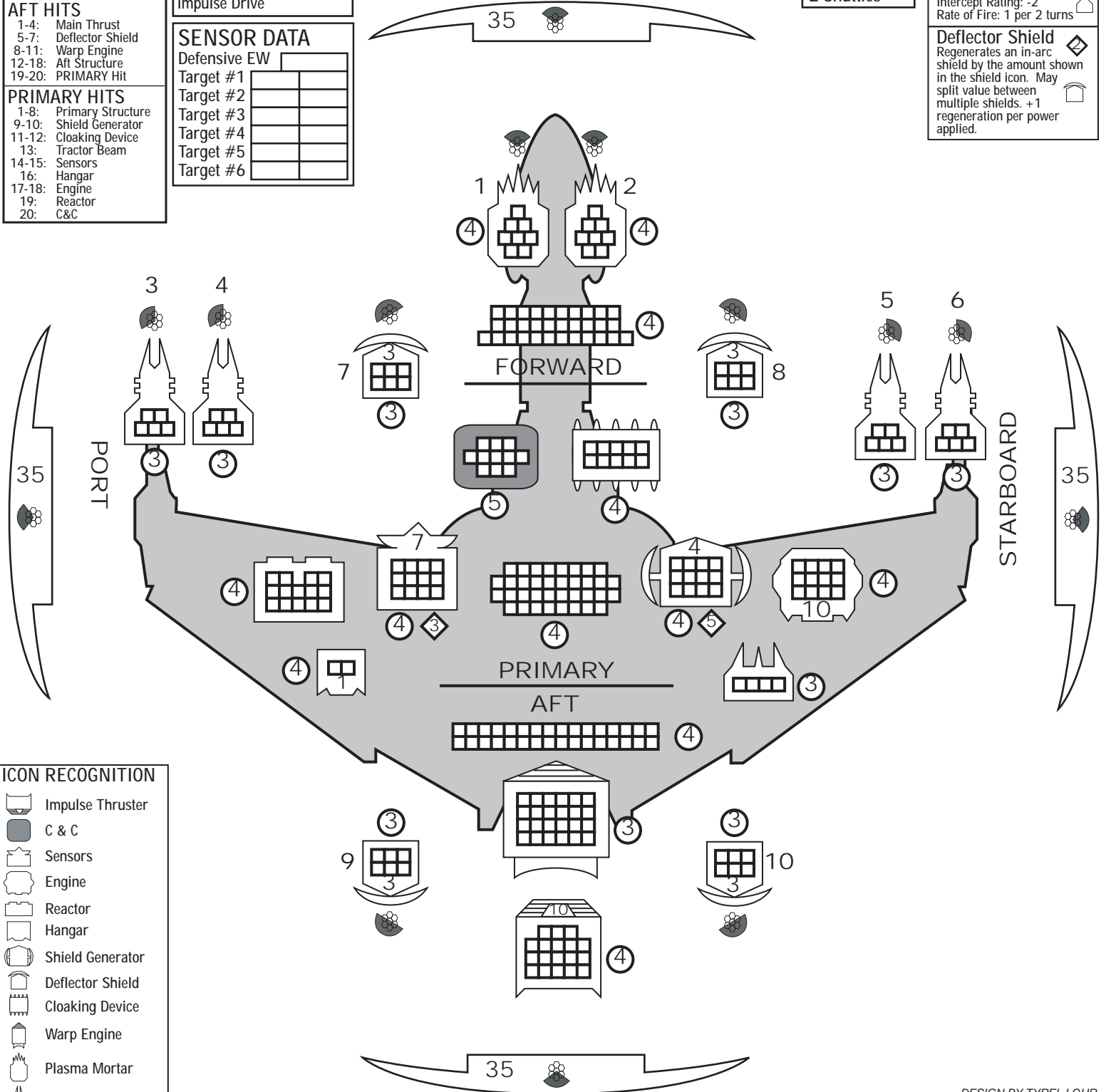
**SENSOR DATA**

Defensive EW

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

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

**HANGAR**  
 0 Fighters  
 2 Shuttles



### ICON RECOGNITION

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