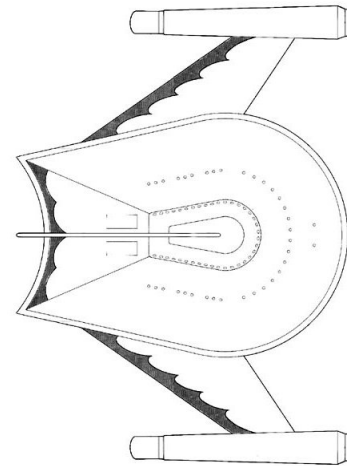
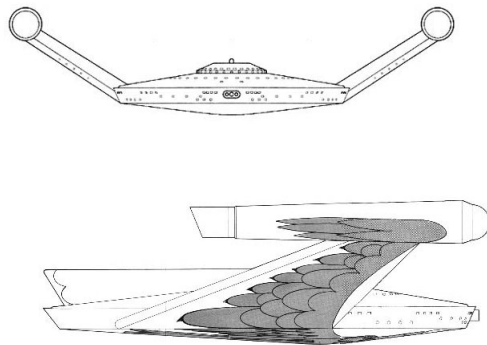


# Bird of Prey Class Cruiser



RACE: Romulan Empire  
OVERALL COMBAT RATING: 24.08

Note: Beam weapons do 3 points of damage per power point emitted. See the rules for plasma torpedoes. Note that the original BOP had no warp engines and no disruptors. If this older ship is used, the warp rating is 0, and the ship may not warp out of a fight. Replace warp engines with reactors for 9 pts. each & maximum shield eff. is 80%

## General Ship Data

Size Class: 6  
Damage Control Points: 5  
Superstructure Points: 20  
Atmosphere Capable: No  
Landing Capable: No  
Damage Chart: B  
Stress Charts: J/K  
  
Cloaking Cost: 6/3  
Rating: 65%

## Crew Data

Crew: 80  
Troops: 25  
Transporters (5-man): 4

## Power Data

Left Warp Engine Output: 12  
Right Warp Engine Output: 12  
Impulse Engine Output: 10  
Total Power Available: 50  
Warp Rating: 6

## Weapon Data

Beam Weapon Type: Disruptor  
Number of Weapons: 2  
Firing Arcs: 1 f/p, 1 f/s  
Firing Chart Column: C  
Maximum Power Allocation: 3  
Maximum Power Emitted rate: 1  
Damage Modifier:  
(+4) (0-1)  
(+3) (2-3)  
(+2) (4-6)  
(+1) (7-12)

Missile Weapon Type: Plasma Torpedo

Number of Weapons: 2  
Firing Arcs: 2 f  
Firing Chart Column: M  
Power To Arm: 2  
Damage: 32

## Movement Data

Impulse Movement Ratio: 2/1  
Thruster Movement Ratio: 1/1  
Maximum Impulse Speed: 8  
Maximum Thruster Speed: 4  
Maximum Acceleration/Decel: 3

## Shield Data

Maximum Deflection: 8  
Shield Power Cost: 1  
Shield Durability: 3  
Minimum Damage #: 12  
Maximum Absorption: 50  
(per shield, per volley)

## Evasive Maneuvers Data

Maneuverability: 2 (+20%)

## Ship Rating Information:

Defensive Rating: 86  
Offensive Rating: 28

Next Generation Era