



# Romulan Vastagor Vastarum Warbird

## SPECS

Class: Medium Ship  
In Service: 2149  
Point Value: 300  
Ramming Factor: 60  
Warp Delay: 24 Turns

## MANEUVERING

Turn Cost: 1/2 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 2 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 11  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +12

## WEAPON DATA

**Plasma Drill**  
Class: Plasma  
Mode: Piercing  
Dmg: 2d10+10 (-1 per hex)  
Range Penalty: -1 per hex  
Fire Control: +2/+0/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

**Light Plasma Drill**  
Class: Plasma  
Mode: Standard  
Dmg: 1d10+6 (-1 per hex)  
Range Penalty: -2 per hex  
Fire Control: +1/+0/+0  
Intercept Rating: n/a  
Rate of Fire: 1 per turn  
Special: No overkill.

**Class-S0 Missile Rack**  
Class: Ballistic  
Missiles: 12  
Range Penalty: None  
Fire Control: +2/+2/+2  
Rate of Fire: 1 per 2 turns

**Early Deflector Shield**  
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per 2 power applied. SEE RULES.

U-13 (Death Flyer)

## FORWARD HITS

1-3: Deflector Shield  
4-7: Missile Rack  
8-9: Light Plasma Drill  
10-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-3: Impulse Thruster  
4-6: Deflector Shield  
7-9: Light Plasma Drill  
10-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-6: Warp Engine  
7-10: Shield Generator  
11-13: Sensors  
14-15: Hangar  
16-17: Engine  
18-19: Reactor  
20: C&C

## SPECIAL NOTES

Limited Stealth Abilities  
Gravitic Drive System  
Impulse Drive

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

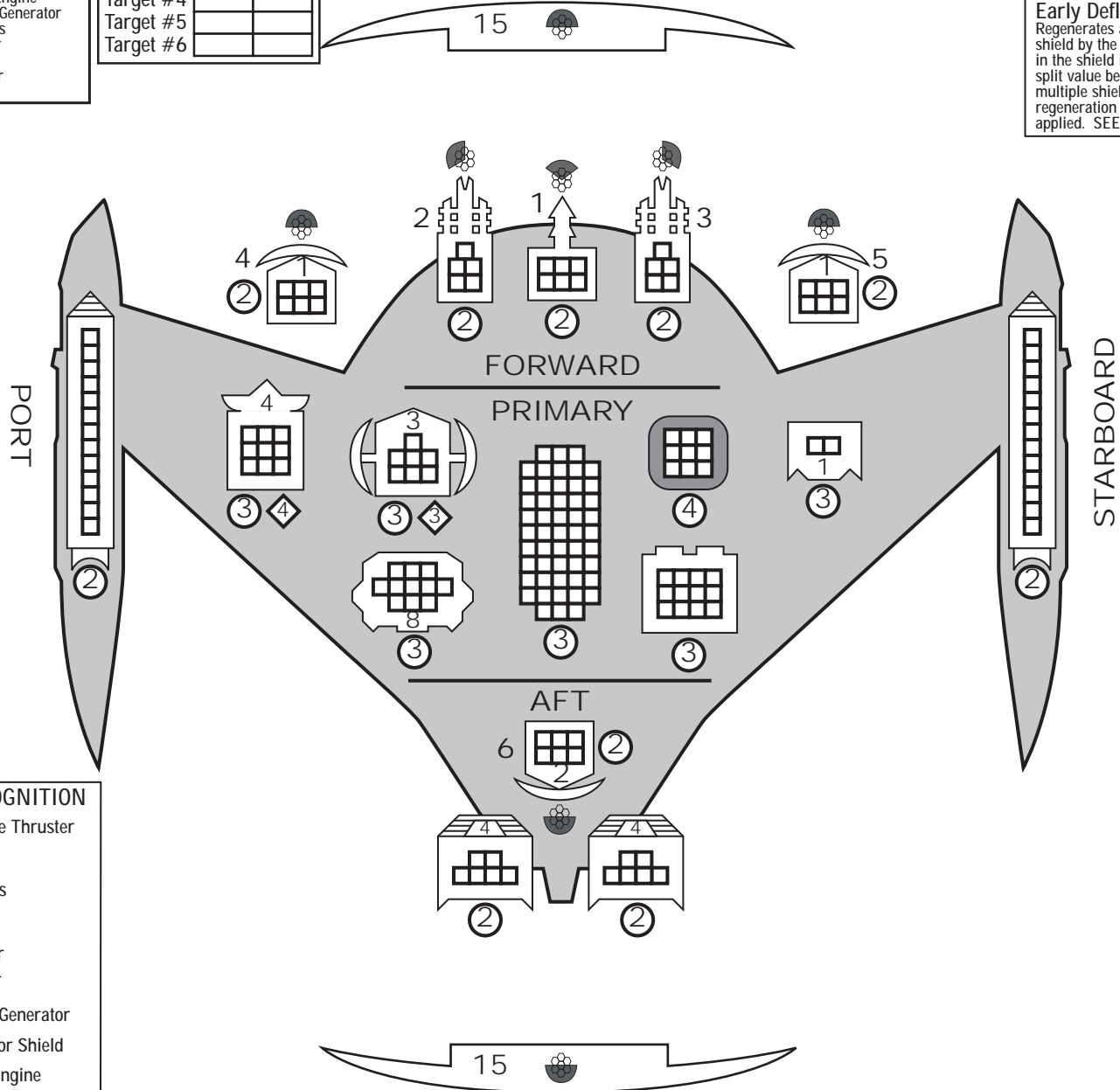
Target #5

Target #6

## HANGAR

0 Fighters

2 Shuttles



## ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Plasma Drill
- Light Plasma Drill
- Class-S0 Missile Rack

## MISSILES

Rack #1

