



Version 1: 2E/ST

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



# Romulan Vas'Hathirra Bird of Prey

## SPECS

Class: Medium Ship  
In Service: 2205  
Point Value: 350  
Ramming Factor: 60  
Warp Delay: 20 Turns

## MANEUVERING

Turn Cost: 1/2 Speed  
Turn Delay: 1/3 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: 13  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +12

## WEAPON DATA

**Plasma Shotgun**  
Class: Plasma  
Mode: Standard  
Dmg: 2d10+12 (-1 per hex after range 10)  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+1/--  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

## Blast Beam

Class: Particle  
Mode: Raking (8)  
Dmg: 1d10+15 (-1 per 2 hexes)  
Range Penalty: -1 per hex  
Fire Control: +3/+1/+1  
Intercept Rating: -1  
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. SEE RULES.

## FORWARD HITS

1-3: Deflector Shield  
4-7: Plasma Shotgun  
8-10: Blast Beam  
11-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

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

## PRIMARY HITS

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

## SPECIAL NOTES

Gravitic Drive System  
Impulse Drive

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

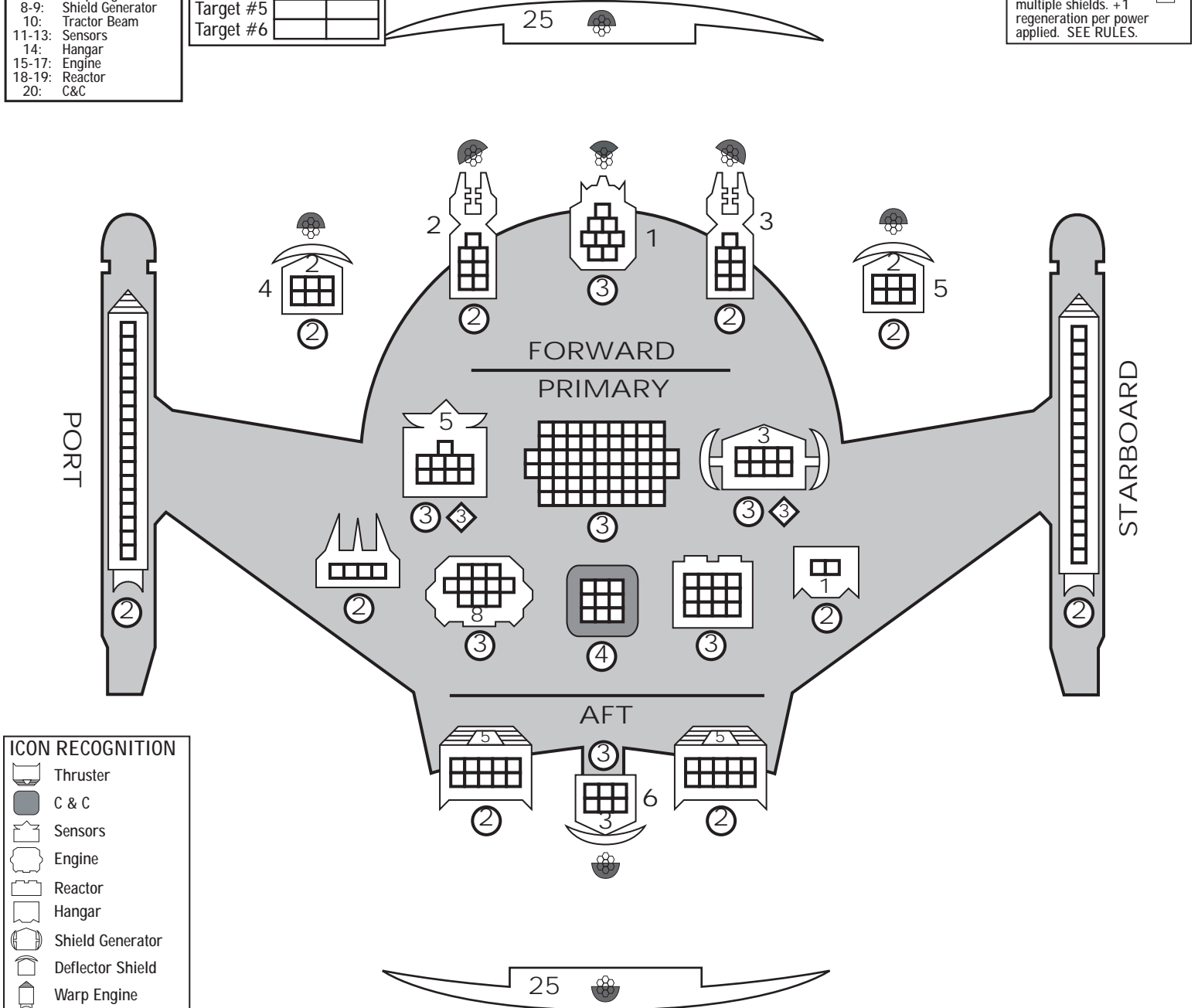
Target #4

Target #5

Target #6

## HANGAR

0 Fighters  
2 Shuttles



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Plasma Shotgun
- Blast Beam