



Version 1: 2E/ST

Name: _____

Counter: _____



Romulan Shirek Light Warbird

SPECS

Class: Capital Ship
In Service: 2372
Point Value: 510
Ramming Factor: 180
Warp Delay: 4 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 3/4 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 17
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	3	3	4	5	6	6	7	8	9	9

WEAPON DATA

Heavy Disruptor

Class: Molecular
Mode: R, P
Damage: 2d10+22
Range Penalty: -1 per 3 hexes
Fire Control: +4/+2/-2
Intercept Rating: -1
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

Class: Molecular
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
- 4-6: Heavy Disruptor
- 7-18: Forward Structure
- 19-20: PRIMARY Hit

SIDE HITS

- 1-3: Impulse Thruster
- 4-6: Deflector Shield
- 7-8: Medium Disruptor
- 9-11: Warp Engine
- 12-18: Port/Stb Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Gravitic Drive System
Impulse Drive
Special Hull Arrangement
(No Aft Structure/Hits)

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

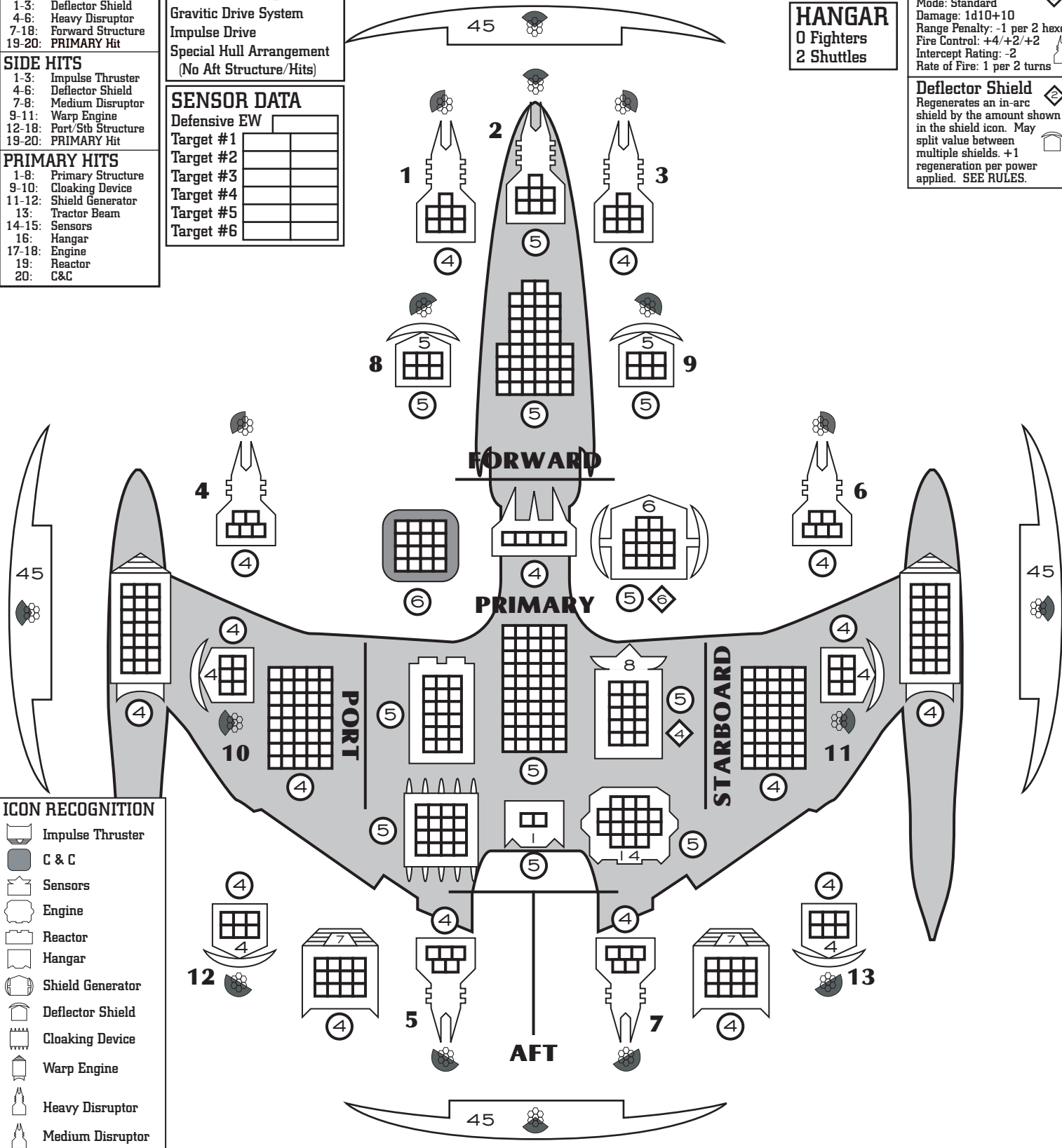
Target #5

Target #6

HANGAR

0 Fighters

2 Shuttles



ICON RECOGNITION

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