



Klingon B'rel Bird of Prey

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 10
In Service: 2270	Turn Delay: 1/4 Speed	Stb/Port Defense: 12
Point Value: 425	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor: 40	Pivot Cost: 1 Thrust	Extra Power: +4
Warp Delay: 7 Turns	Roll Cost: 1 Thrust	Initiative Bonus: +14
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 2 3 3 3 3	
Turn Delay	1 1 1 1 2 2 2 2 3 3 3 3	

WEAPON DATA
Medium Disruptor
Class: Molecular
Mode: Standard
Damage: 1d10+12
+2 power: 1d10+16
+4 power: 1d10+20
Range Penalty: -1 per 2 hexes
Fire Control: +4/+2/+2
Intercept Rating: -1
Rate of Fire: 1 per 2 turns

SIDE HITS
1-3: Deflector Shield
4-5: Photon Torpedo
6-8: Medium Disruptor
9-10: Light Disruptor
11-17: Structure
18-20: PRIMARY Hit

SPECIAL NOTES
Agile Ship
Atmospheric Capable
Gravitic Drive System
Impulse Drive
Special Hull Arrangement (No Fwd/Aft Hits)

PRIMARY HITS
1-3: Impulse Thruster
4-6: Warp Engine
7: Aft Deflector Shield
8-9: Cloaking Device
10: Tractor Beam
11-12: Shield Generator
13-14: Sensors
15: Hangar
16-17: Engine
18-19: Reactor
20: C&C

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

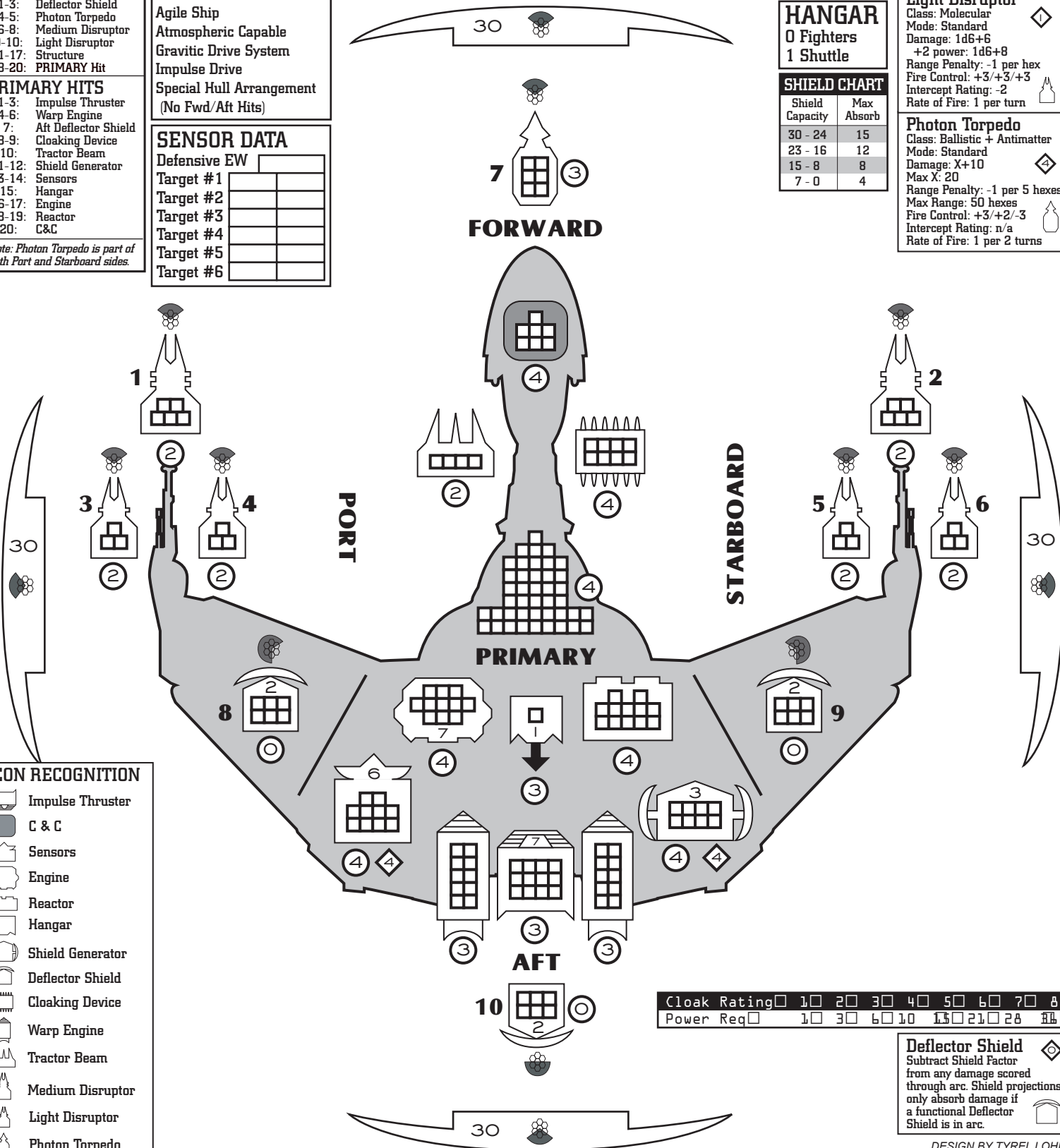
Note: Photon Torpedo is part of both Port and Starboard sides.

HANGAR
0 Fighters
1 Shuttle

SHIELD CHART	
Shield Capacity	Max Absorb
30 - 24	15
23 - 16	12
15 - 8	8
7 - 0	4

Light Disruptor
Class: Molecular
Mode: Standard
Damage: 1d6+6
+2 power: 1d6+8
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Photon Torpedo
Class: Ballistic + Antimatter
Mode: Standard
Damage: X+10
Max X: 20
Range Penalty: -1 per 5 hexes
Max Range: 50 hexes
Fire Control: +3/+2/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Cloaking Device
	Warp Engine
	Tractor Beam
	Medium Disruptor
	Light Disruptor
	Photon Torpedo

Cloak Rating	<input type="checkbox"/> 1 <input type="checkbox"/> 2 <input type="checkbox"/> 3 <input type="checkbox"/> 4 <input type="checkbox"/> 5 <input type="checkbox"/> 6 <input type="checkbox"/> 7 <input type="checkbox"/> 8
Power Req	<input type="checkbox"/> 1 <input type="checkbox"/> 3 <input type="checkbox"/> 6 <input type="checkbox"/> 10 <input type="checkbox"/> 15 <input type="checkbox"/> 21 <input type="checkbox"/> 28 <input type="checkbox"/> 35

Deflector Shield
Subtract Shield Factor from any damage scored through arc. Shield projections only absorb damage if a functional Deflector Shield is in arc.