



Klingon D'ama Battlecruiser

SPECS

Class: Capital Ship
 In Service: 2204
 Point Value: 475
 Ramming Factor: 120
 Warp Delay: 9 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense 14
 Stb/Port Defense 13
 Engine Efficiency: 3/1
 Extra Power: +7
 Initiative Bonus: +2

WEAPON DATA

Transitional Disruptor
 Class: Molecular
 Mode: Standard
 Damage: 1d6+9
 +2 power: 1d6+12
 +4 power: 1d6+15
 Range Penalty: -1 per 2 hexes
 Fire Control: +3/+1/+1
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns

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

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

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

SIDE HITS

- 1-3: Impulse Thruster
- 4-5: Deflector Shield
- 6-8: Transitional Disruptor
- 9: Light Disruptor
- 10-12: Warp Engine
- 13-18: Port/Stb Structure
- 19-20: PRIMARY Hit

SPECIAL NOTES

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

PRIMARY HITS

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

SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

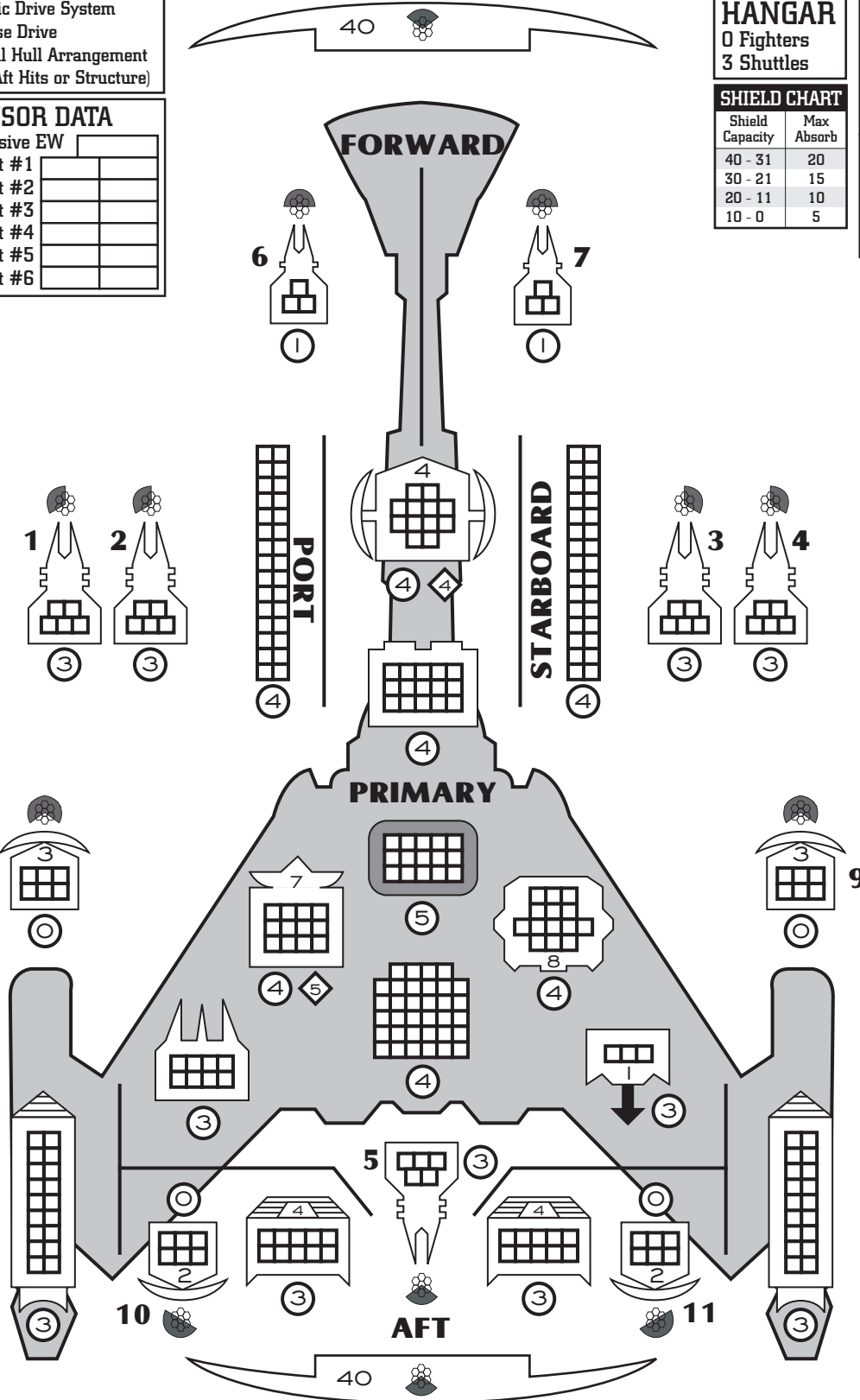
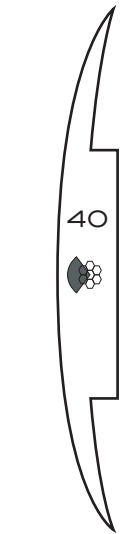
Note: Aft Transitional Disruptor is part of both side sections.

HANGAR

0 Fighters
 3 Shuttles

SHIELD CHART

Shield Capacity	Max Absorb
40 - 31	20
30 - 21	15
20 - 11	10
10 - 0	5



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Tractor Beam
- Transitional Disruptor
- Light Disruptor