

D-16 Swiftwind

# Klingon Kisarza Attack Destroyer

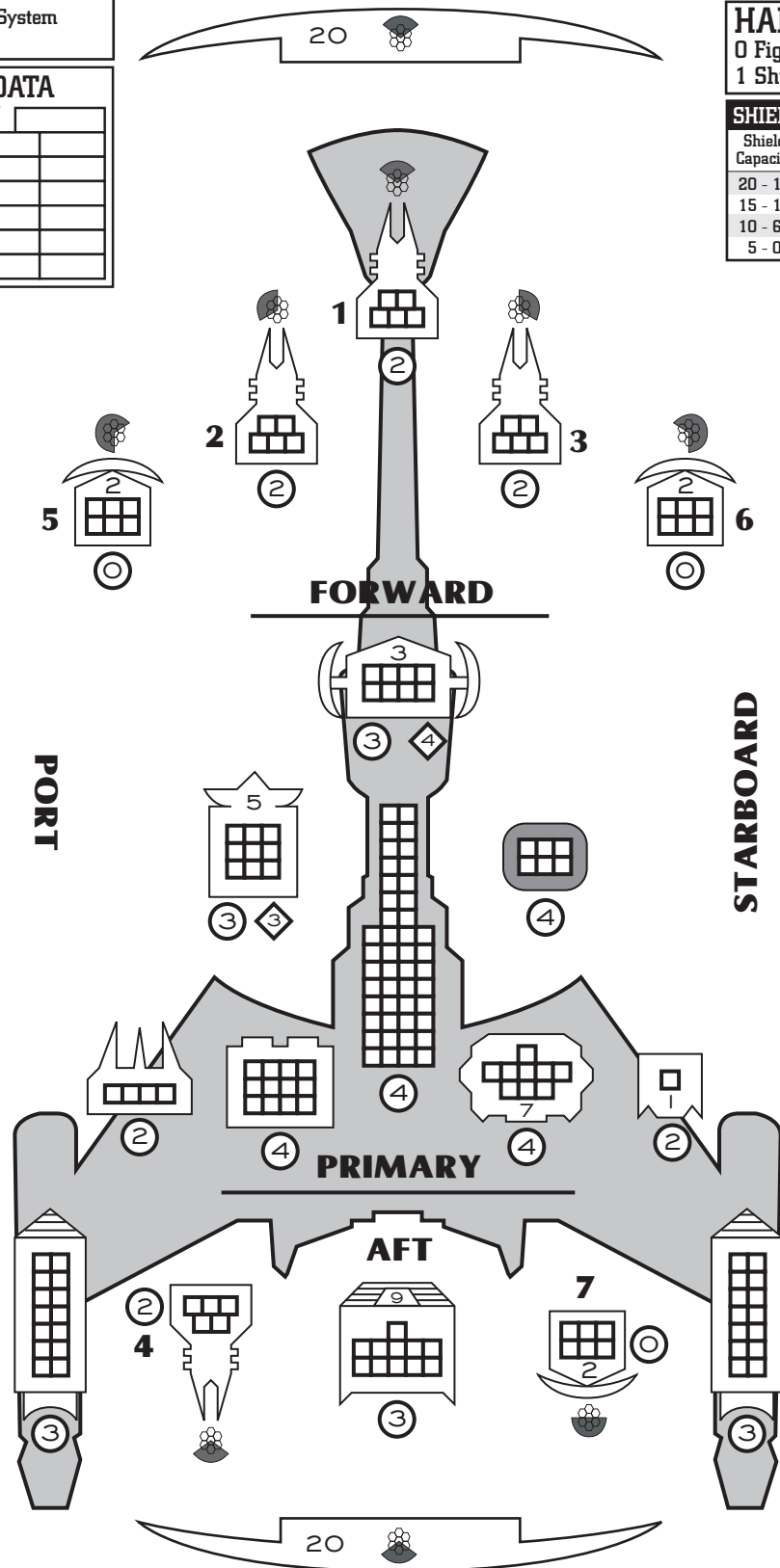
<b>SPECS</b> Class: Medium Ship In Service: 2172 Point Value: 315 Ramming Factor: 50 Warp Delay: 7 Turns	<b>MANEUVERING</b> Turn Cost: 1/2 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 1+1 Thrust Roll Cost: 1+1 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 12 Stb/Port Defense: 12 Engine Efficiency: 2/1 Extra Power: +5 Initiative Bonus: +12
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

<b>WEAPON DATA</b> <b>Transitional Disruptor</b> 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	<b>Deflector Shield</b> Subtract Shield Factor from any damage scored through arc. Shield projections only absorb damage if a functional Deflector Shield is in arc.
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<b>FORWARD HITS</b> 1-3: Deflector Shield 4-7: Transitional Disruptor 8-17: Structure 18-20: PRIMARY Hit
<b>AFT HITS</b> 1-4: Impulse Thruster 5: Deflector Shield 6-7: Transitional Disruptor 8-11: Warp Engine 12-17: Structure 18-20: PRIMARY Hit
<b>PRIMARY HITS</b> 1-3: Tractor Beam 4-7: Shield Generator 8-10: Sensors 11-12: Hangar 13-15: Engine 16-18: Reactor 19-20: C&C

<b>SPECIAL NOTES</b> Gravitic Drive System Impulse Drive	
<b>SENSOR DATA</b> Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

<b>HANGAR</b> 0 Fighters 1 Shuttle	
<b>SHIELD CHART</b>	
Shield Capacity	Max Absorb
20 - 16	10
15 - 11	8
10 - 6	5
5 - 0	3



<b>ICON RECOGNITION</b>
Impulse Thruster
C & C
Sensors
Engine
Reactor
Hangar
Shield Generator
Deflector Shield
Warp Engine
Tractor Beam
Transitional Disruptor
Light Disruptor