



# Klingon Vor'Cha Attack Cruiser

## SPECS

Class: Capital Ship  
 In Service: 2347  
 Point Value: 1100  
 Ramming Factor: 320  
 Warp Delay: 5 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
 Turn Delay: 2/3 Speed  
 Accel/Decel Cost: 3 Thrust  
 Pivot Cost: 3+3 Thrust  
 Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 15  
 Stb/Port Defense: 17  
 Engine Efficiency: 4/1  
 Extra Power: +12  
 Initiative Bonus: +1

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

## WEAPON DATA

**Siege Disruptor**  
 Class: Molecular  
 Mode: R, P  
 Damage: 3d10+36  
 +4 power: 3d10+48  
 +8 power: 3d10+60  
 Range Penalty: -1 per 4 hexes  
 Fire Control: +5/+1/-5  
 Intercept Rating: -2  
 Rate of Fire: 1 per 4 turns

**Heavy Disruptor**  
 Class: Molecular  
 Mode: R, P  
 Damage: 2d10+24  
 +3 power: 2d10+30  
 +6 power: 2d10+36  
 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+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

**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

## FORWARD HITS

- 1-3: Deflector Shield
- 4-5: Hvy Photon Torpedo
- 7-8: Siege Disruptor
- 9-10: Medium Disruptor
- 11-12: Light Disruptor
- 13-18: Forward Structure
- 19-20: PRIMARY Hit

## SIDE HITS

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

## AFT HITS

- 1-5: Impulse Thruster
- 6-7: Deflector Shield
- 8-9: Hvy Photon Torpedo
- 10-11: Medium Disruptor
- 12-18: Aft Structure
- 19-20: PRIMARY Hit

## PRIMARY HITS

- 1-7: Primary Structure
- 8-9: Cloaking Device
- 10: Tractor Beam
- 11-12: Shield Generator
- 13-14: Sensors
- 15: Hangar
- 16-18: Engine
- 19: Reactor
- 20: C&C

## SPECIAL NOTES

Gravitic Drive System  
 Impulse Drive

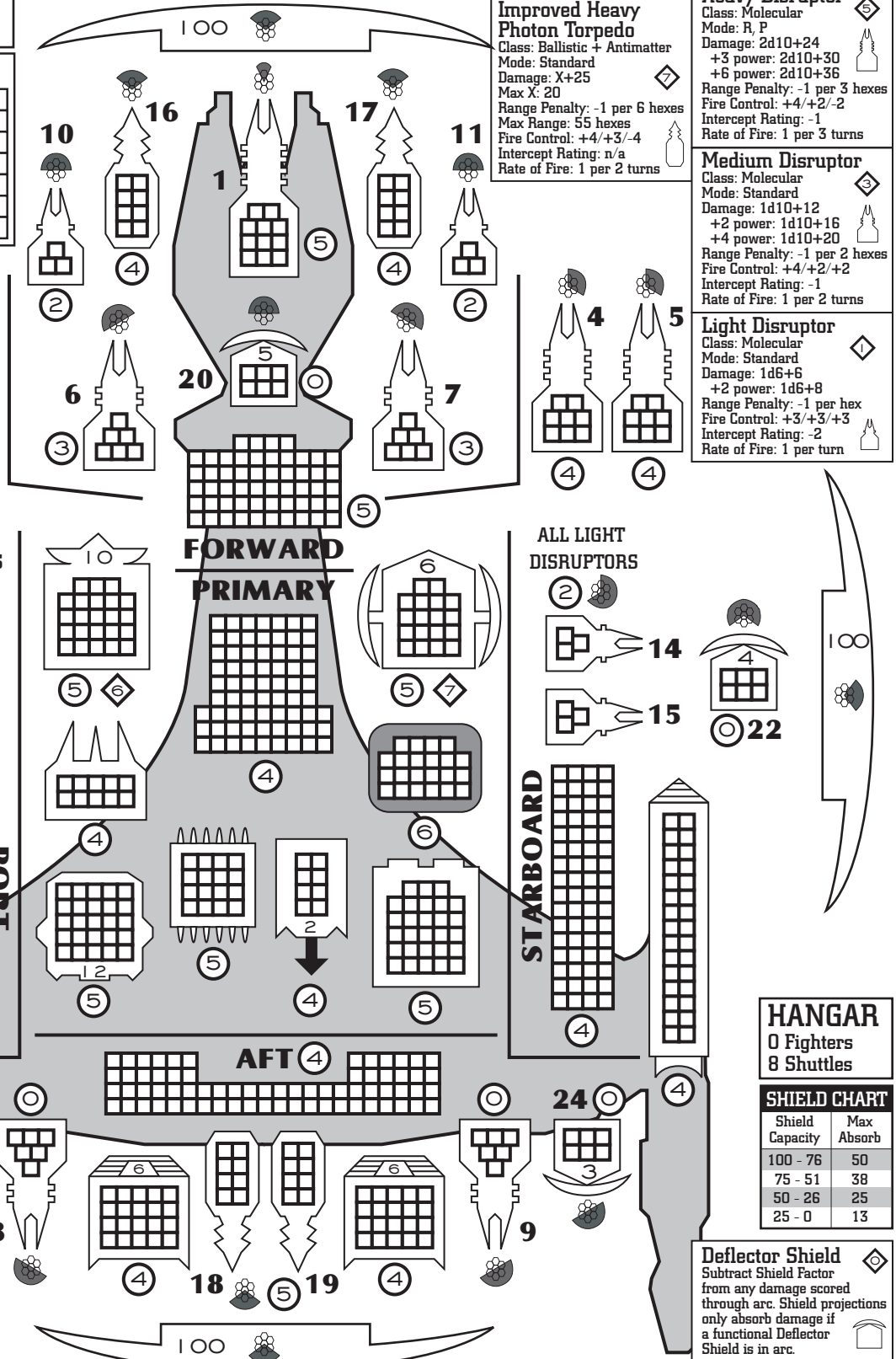
## SENSOR DATA

### Defensive EW

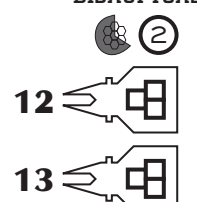
Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

## Improved Heavy Photon Torpedo

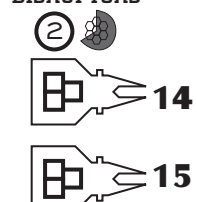
Class: Ballistic + Antimatter  
 Mode: Standard  
 Damage: X+25  
 Max X: 20  
 Range Penalty: -1 per 6 hexes  
 Max Range: 55 hexes  
 Fire Control: +4/+3/-4  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 turns



## ALL LIGHT DISRUPTORS



## ALL LIGHT DISRUPTORS



## ICON RECOGNITION

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

## HANGAR

0 Fighters  
 8 Shuttles

## SHIELD CHART

Shield Capacity	Max Absorb
100 - 76	50
75 - 51	38
50 - 26	25
25 - 0	13

## Deflector Shield

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