

Klingon B'ras Birds of Prey (4)

SPECS	MANEUVERING	COMBAT STATS
Class: Lt. Combat Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 10
In Service: 2274	Turn Delay: 1/4 Speed	Stb/Port Defense: 12
Point Value: 300 each	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor: 30	Pivot Cost: 1 Thrust	Extra Power: +0
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	
Light Disruptor	◆
Class: Molecular	
Mode: Standard	
Damage: 1d6+6	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
Light Plasma Mortar	◆
Class: Plasma	
Mode: Flash	
Dmg: 2d10+12 (-1 per hex)	
Max Range: -1 per hex after range 8	
Fire Control: +2/+0/--	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	

HIT LOCATIONS

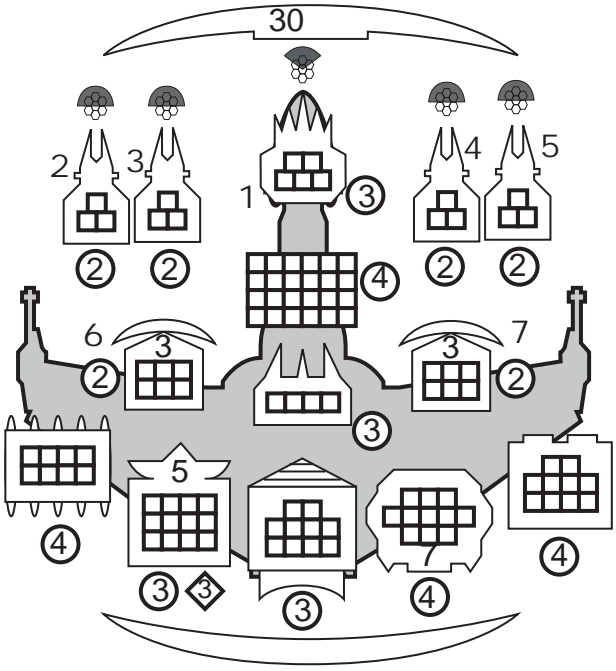
- 1-7: Structure
- 8-9: Warp Engine
- 10-11: Lt Plasma Mortar
- 12-14: Light Disruptor
- 15: Tractor Beam
- 16-17: Drive
- 18: Reactor
- 19: Control
- 20: Deflector Shield

SPECIAL NOTES

- Agile Ship
- Atmospheric Capable
- Gravitic Drive System
- Impulse Drive

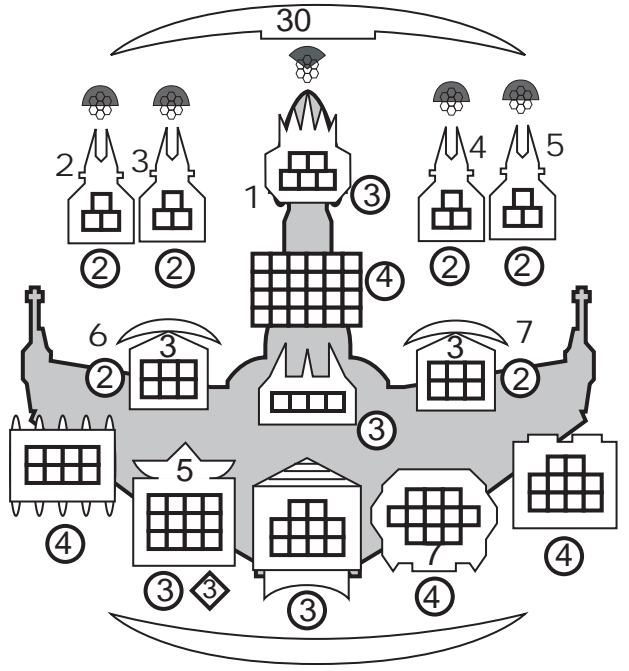
Deflector Shield ◆

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.



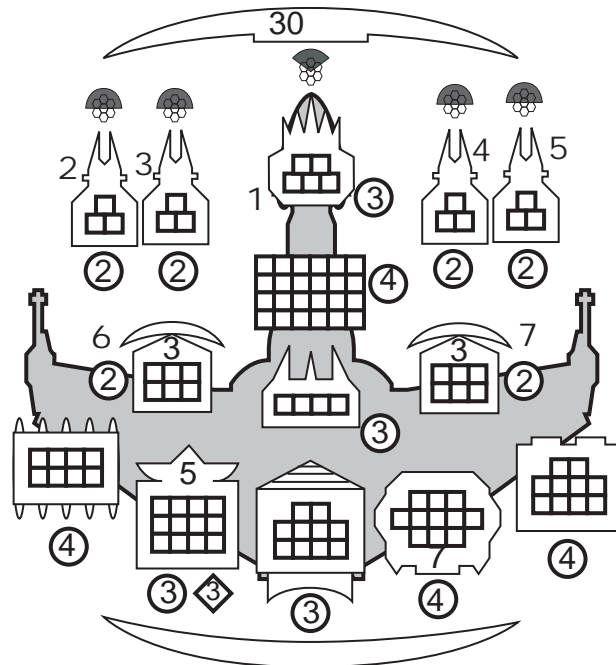
← BIRD OF PREY #1

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



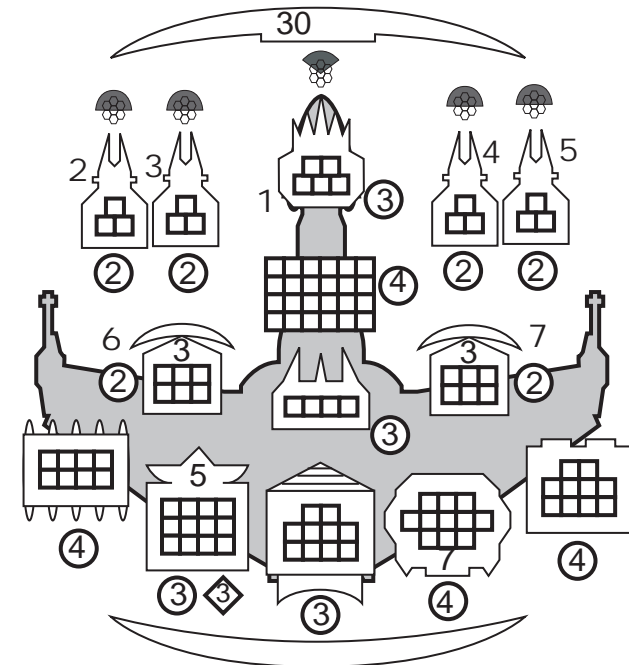
BIRD OF PREY #2 →

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



← BIRD OF PREY #3

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



BIRD OF PREY #4 →

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

ICON RECOGNITION

Control	Reactor	Deflector Shield	Lt Plas Mortar
Drive	Cloaking Device	Warp Engine	Light Disruptor