



# Klingon C8 Dreadnought

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 4/3 Speed	Fwd/Aft Defense: 16
In Service: 2262	Turn Delay: 4/3 Speed	Stb/Port Defense: 17
Point Value: 625	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 5/1
Ramming Factor: 220	Pivot Cost: 3+3 Thrust	Extra Power: 0
Warp Delay: 8 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +2
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 3 4 6 7 8 10 11 12 14 15 16	
Turn Delay	2 3 4 6 7 8 10 11 12 14 15 16	

WEAPON DATA	
<b>Heavy Photon Torpedo</b>	
Class: Ballistic + Antimatter	
Mode: Standard	
Damage: X+20	
Max X: 20	
Range Penalty: None	
Max Range: 50 hexes	
Fire Control: +4/+3/-6	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	

<b>Photon Torpedo</b>	
Class: Ballistic + Antimatter	
Mode: Standard	
Damage: X+10	
Max X: 20	
Range Penalty: None	
Max Range: 50 hexes	
Fire Control: +4/+2/-3	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	

<b>Medium Disruptor</b>	
Class: Molecular	
Mode: Standard	
Damage: 1d10+10	
Range Penalty: -1 per 2 hexes	
Fire Control: +4/+2/+2	
Intercept Rating: -2	
Rate of Fire: 1 per 2 turns	

<b>Light Disruptor</b>	
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	

**HANGAR**  
0 Fighters  
8 Shuttles

**FORWARD HITS**  
1-3: Deflector Shield  
4: Medium Disruptor  
5-8: Hvy Photon Torpedo  
9-10: Light Disruptor  
11-18: Forward Structure  
19-20: PRIMARY Hit

**SPECIAL NOTES**  
Limited Availability (33%)  
Gravitic Drive System  
Impulse Drive

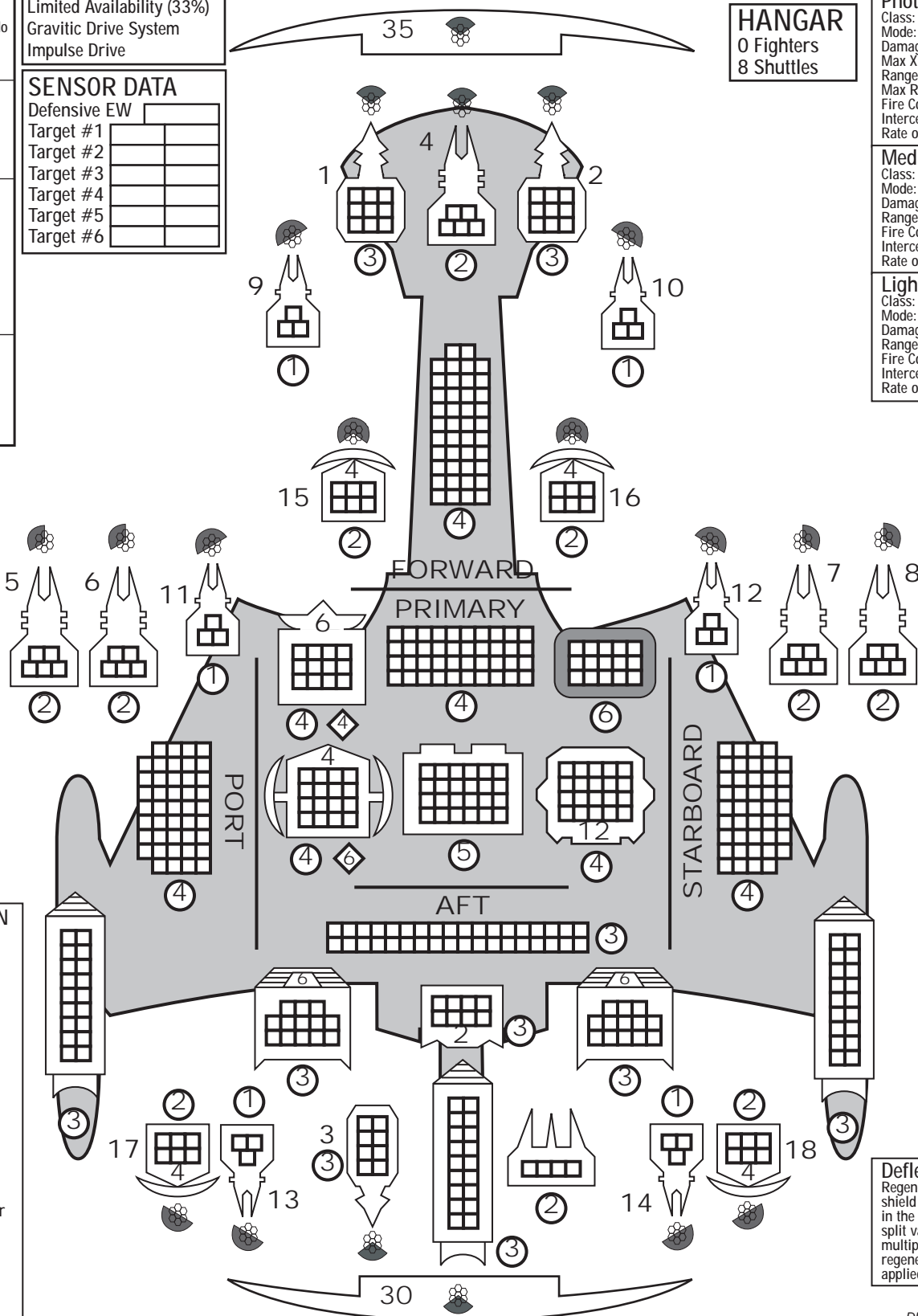
**SIDE HITS**  
1-4: Medium Disruptor  
5-7: Light Disruptor  
8-11: Warp Engine  
12-18: Port/Stb Structure  
19-20: PRIMARY Hit

**SENSOR DATA**

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

**AFT HITS**  
1-4: Main Thrust  
5-6: Deflector Shield  
7: Photon Torpedo  
8: Light Disruptor  
9: Tractor Beam  
10: Hangar  
11-12: Warp Engine  
13-18: Aft Structure  
19-20: PRIMARY Hit

**PRIMARY HITS**  
1-10: Primary Structure  
11-12: Shield Generator  
13-15: Sensors  
16-17: Engine  
18-19: Reactor  
20: C&C



**ICON RECOGNITION**

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Medium Disruptor
- Light Disruptor
- Heavy Photon Torpedo
- Photon Torpedo

**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.