

# Klingon Chut'Duj Patrol Craft (4)

SPECS	MANEUVERING	COMBAT STATS
Class: Lt. Combat Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 10
In Service: 2310	Turn Delay: 1/4 Speed	Sth/Port Defense: 12
Point Value: 175 each	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor: 30	Pivot Cost: 1 Thrust	Extra Power: +0
Warp Delay: NA	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	
<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	
<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	

**HIT LOCATIONS**

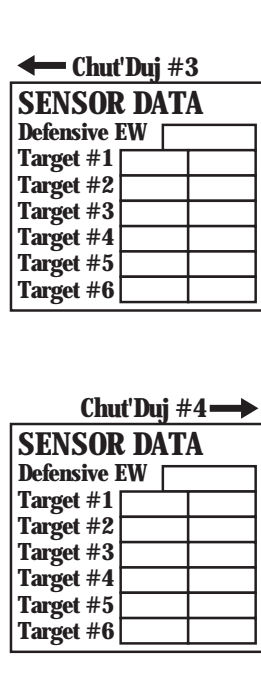
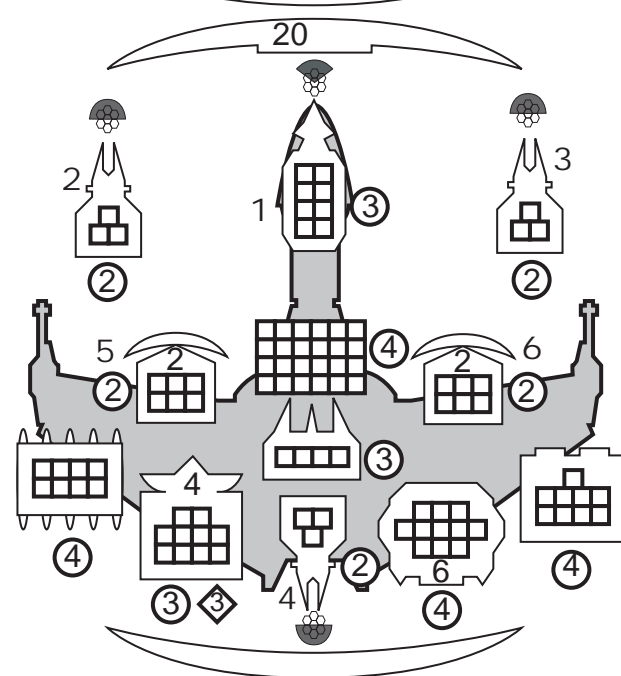
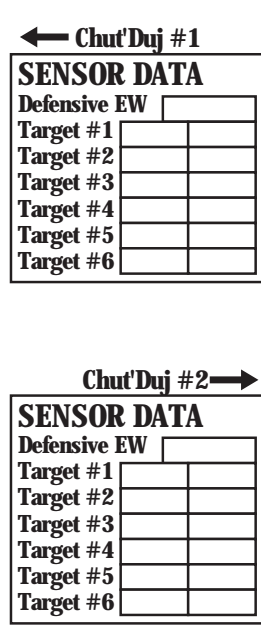
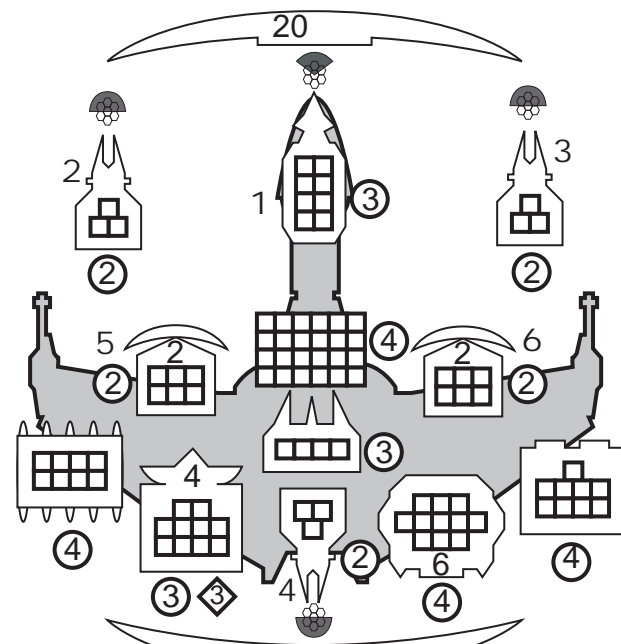
1-7: Structure  
8-9: Lt Disruptor 4  
10-11: Photon Torpedo  
12-14: Light Disruptor 2/3  
15: Tractor Beam  
16-17: Drive  
18: Reactor  
19: Control  
20: Deflector Shield

**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. ☼



**ICON RECOGNITION**

	Control		Reactor		Deflector Shield		Light Disruptor
	Drive		Cloaking Device		Photon Torpedo		