

# Klingon E3 Patrol Gunboats (4)

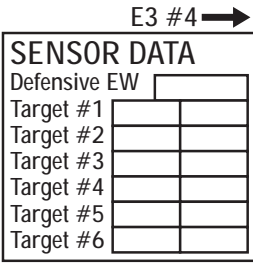
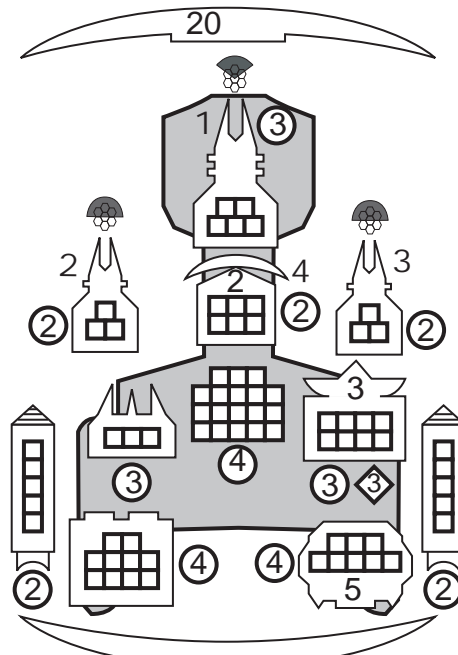
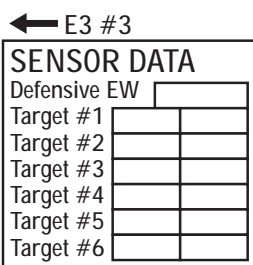
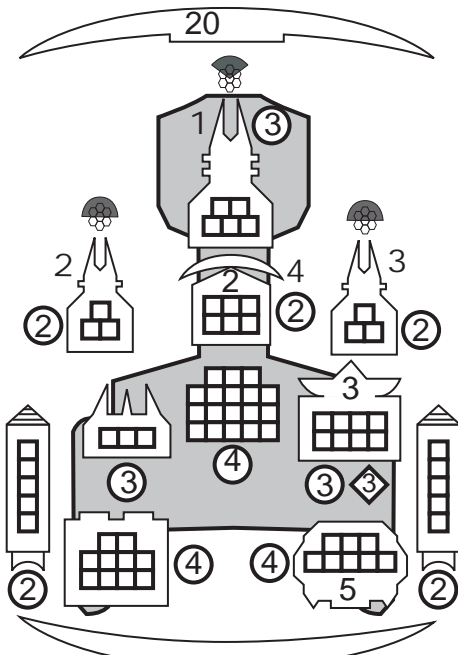
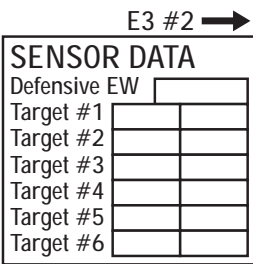
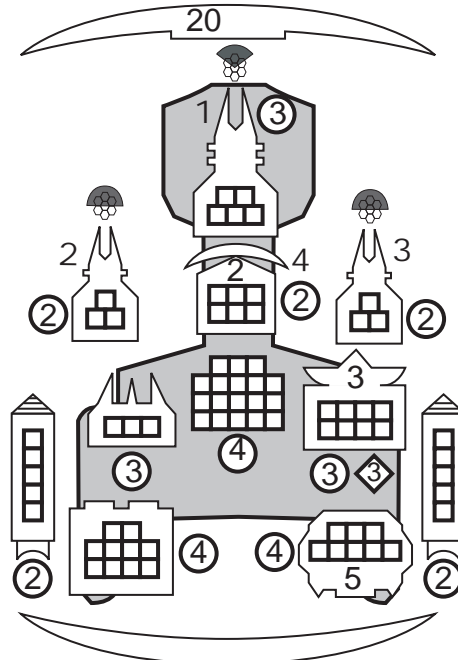
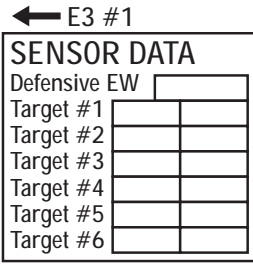
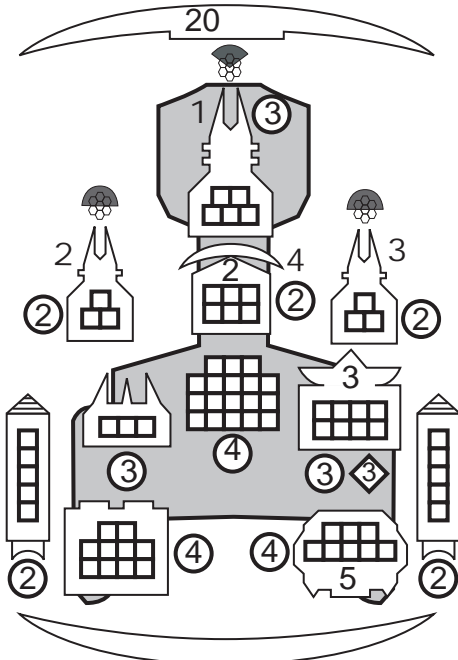
SPECS	MANEUVERING	COMBAT STATS
Class: Lt. Combat Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 11
In Service: 2215	Turn Delay: 1/4 Speed	Stb/Port Defense: 12
Point Value: 200 each	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor: 25	Pivot Cost: 1 Thrust	Extra Power: +0
Warp Delay: 9 Turns	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	
<b>Light Disruptor</b>	①
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>Medium Disruptor</b>	③
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	

HIT LOCATIONS	
1-7:	Structure
8-9:	Warp Engine
10-11:	Medium Disruptor
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** ④  
 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
	Drive		Cloaking Device
	Deflector Shield		Warp Engine
	Medium Disruptor		Light Disruptor