



Klingon D5 Cruiser [Upgraded]

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service: 2216	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: 315	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 90	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 13 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +8
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA
Light Photon Torpedo Class: Ballistic + Antimatter Mode: Standard Damage: X+10 Max X: 10 Range Penalty: -1 per 4 hexes Max Range: 35 hexes Fire Control: +3/+1/-2 Intercept Rating: n/a Rate of Fire: 1 per 2 turns



FORWARD HITS
1-4: Deflector Shield
5: Lt Photon Torpedo
6-7: Medium Disruptor
8-9: Light Disruptor
10-18: Forward Structure
19-20: PRIMARY Hit

SPECIAL NOTES
Antiquated Sensors
Gravitic Drive System
Impulse Drive

AFT HITS
1-4: Impulse Thruster
5-6: Deflector Shield
7-8: Medium Disruptor
9-11: Warp Engine
12-18: Aft Structure
19-20: PRIMARY Hit

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

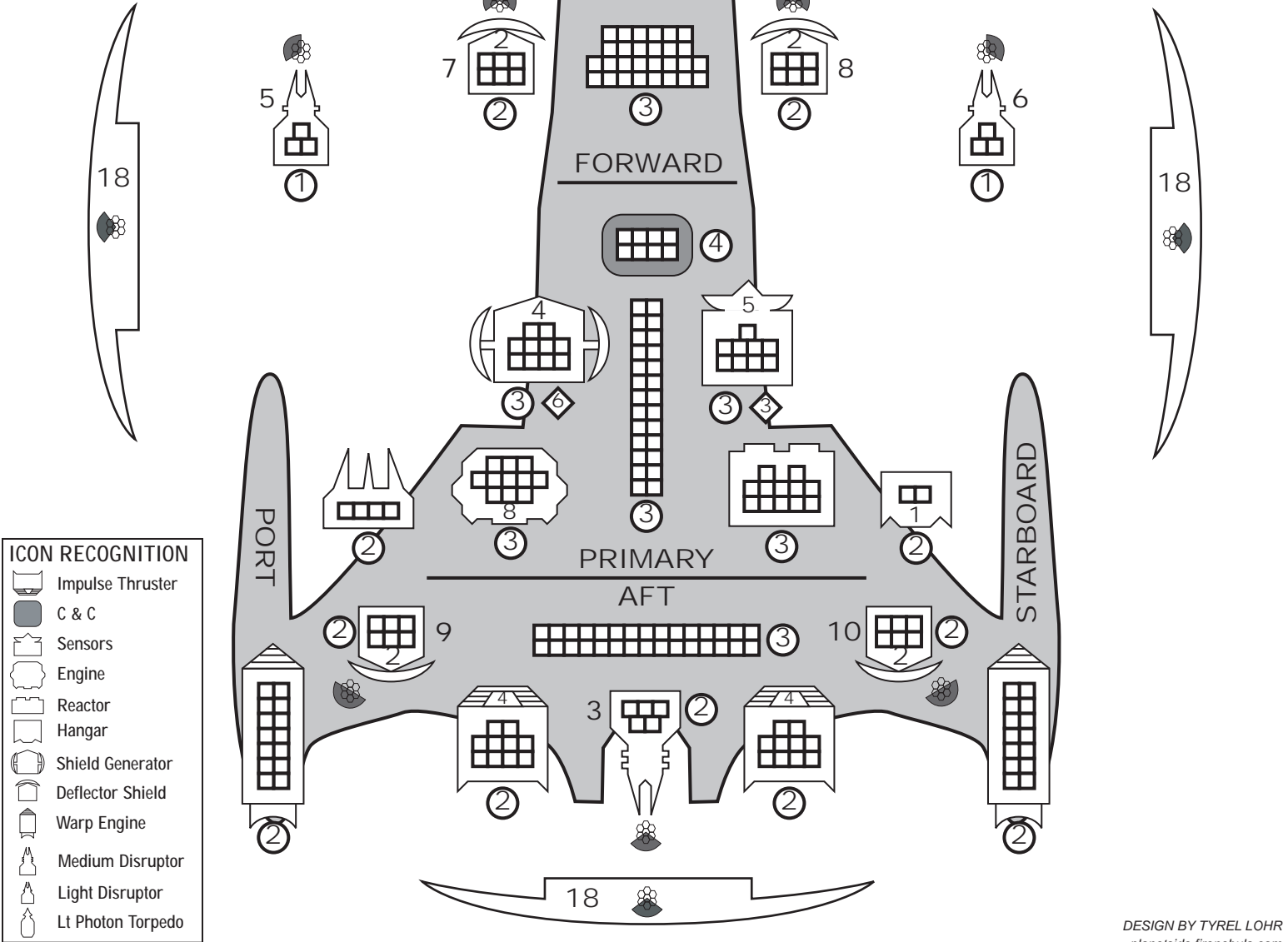
PRIMARY HITS
1-8: Primary Structure
9-10: Shield Generator
11: Tractor Beam
12-13: Sensors
14-15: Hangar
16-17: Engine
18-19: Reactor
20: C&C

HANGAR
0 Fighters
2 Shuttles

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