



Klingon D5 Cruiser

SPECS

Class: Hvy Combat Vsl
 In Service: 2132
 Point Value: 285
 Ramming Factor: 90
 Warp Delay: 13 Turns

MANEUVERING

Turn Cost: 1/2 Speed
 Turn Delay: 1/2 Speed
 Accel/Decel Cost: 2 Thrust
 Pivot Cost: 2+2 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 12
 Stb/Port Defense: 14
 Engine Efficiency: 3/1
 Extra Power: 0
 Initiative Bonus: +8

WEAPON DATA

Disruptor Cannon
 Class: Molecular
 Mode: Standard
 Damage: 1d10+8
 Range Penalty: -1 per hex
 Fire Control: +4/+3/+0
 Intercept Rating: -1
 Rate of Fire: 1 per 3 turns

Light Disruptor Cannon
 Class: Molecular
 Mode: Standard
 Damage: 1d10+2
 Range Penalty: -2 per hex
 Fire Control: +3/+2/+1
 Intercept Rating: -1
 Rate of Fire: 1 per turn

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.

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



FORWARD HITS
 1-4: Deflector Shield
 5-7: Disruptor Cannon
 8-9: Lt Disruptor Cannon
 10-18: Forward Structure
 19-20: PRIMARY Hit

SPECIAL NOTES
 Antiquated Sensors
 Gravitic Drive System
 Impulse Drive

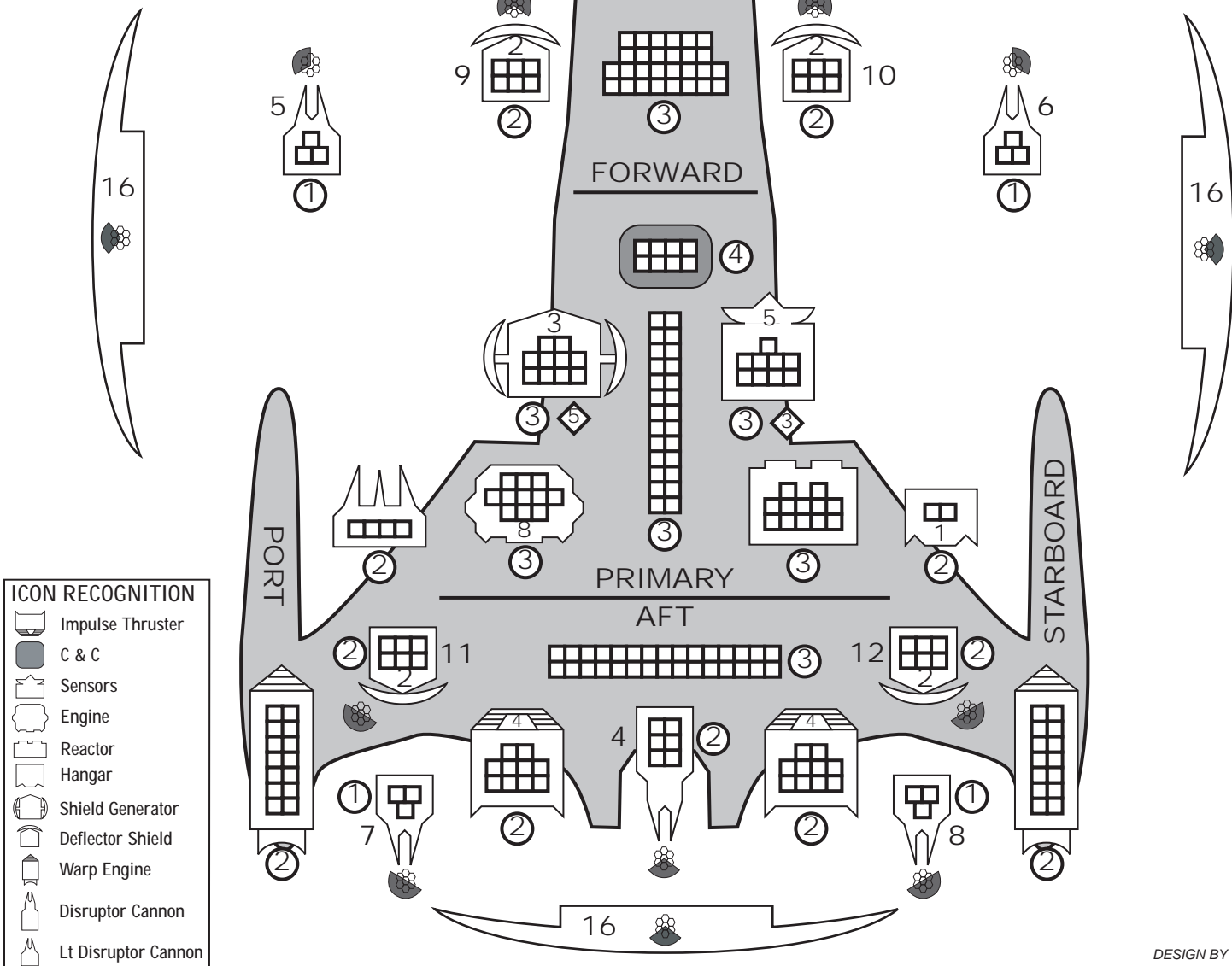
AFT HITS
 1-4: Impulse Thruster
 5-6: Deflector Shield
 7: Disruptor Cannon
 8-9: Lt Disruptor Cannon
 10-12: Warp Engine
 13-18: Aft Structure
 19-20: PRIMARY Hit

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



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Disruptor Cannon
- Lt Disruptor Cannon