



Klingon D5F Deuterium Tanker

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service: 2132	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: 285	Accel/Decel Cost: 3 (2) Thr	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
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.

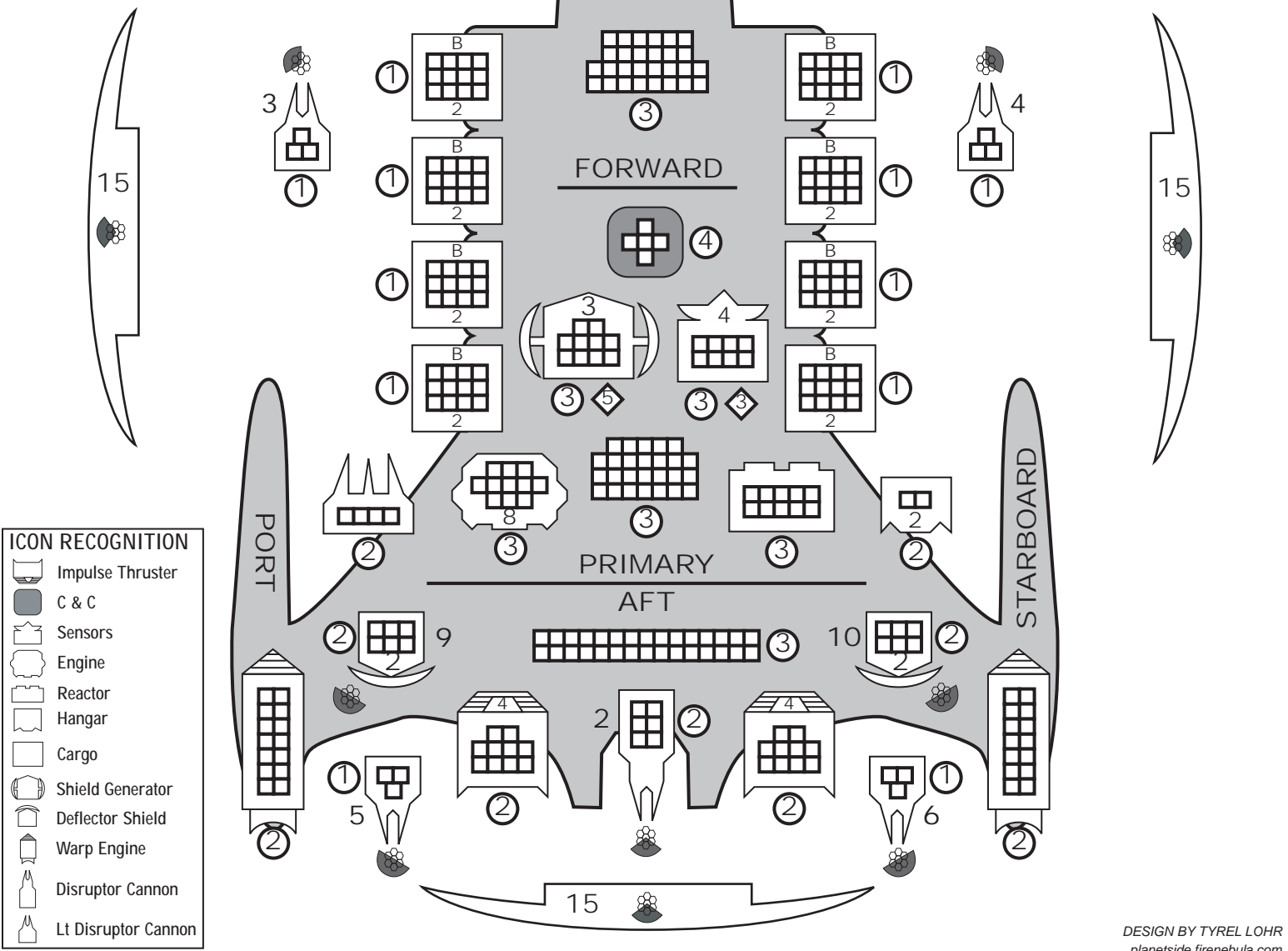
FORWARD HITS
1-4: Deflector Shield
5-7: Disruptor Cannon
8-9: Lt Disruptor Cannon
10-18: Forward Structure
19-20: PRIMARY Hit
AFT HITS
1-4: Impulse Thruster
5-6: Deflector Shield
7: Disruptor Cannon
8-9: Lt Disruptor Cannon
10-12: Warp Engine
13-18: Aft Structure
19-20: PRIMARY Hit
PRIMARY HITS
1-8: Primary Structure
9-10: Shield Generator
11: Tractor Beam
12-13: Sensors
14-15: Hangar
16-17: Engine
18-19: Reactor
20: C&C

SPECIAL NOTES
Antiquated Sensors
Gravitic Drive System
Impulse Drive
Accel/Decel Cost is reduced to 2 without cargo pods

SENSOR DATA

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

HANGAR
0 Fighters
2 Shuttles



ICON RECOGNITION

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