



Klingon Dar'kal Ballistics Frigate

SPECS

Class: Hvy Combat Vsl
 In Service: 2168
 Point Value: 325
 Ramming Factor: 100
 Warp Delay: 11 Turns

MANEUVERING

Turn Cost: 3/4 Speed
 Turn Delay: 3/4 Speed
 Accel/Decel Cost: 3 Thrust
 Pivot Cost: 2+2 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 13
 Stb/Port Defense: 14
 Engine Efficiency: 4/1
 Extra Power: 0
 Initiative Bonus: +8

WEAPON DATA

Early Disruptor
 Class: Molecular
 Mode: Standard
 Damage: 1d10+8
 Range Penalty: -1 per hex
 Fire Control: +3/+2/+1
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns

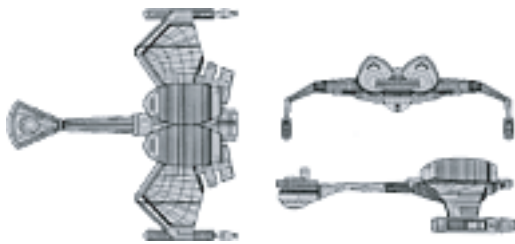
Light Photon Torpedo

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

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	2	3	3	4	5	6	6	7	8	9	9
Turn Delay	1	2	3	3	4	5	6	6	7	8	9	9



FORWARD HITS
 1-3: Deflector Shield
 4-5: Lt Photon Torpedo
 6-8: Early Disruptor
 9-18: Forward Structure
 19-20: PRIMARY Hit

SPECIAL NOTES
 Limited Availability (33%)
 Gravitic Drive System
 Impulse Drive

AFT HITS
 1-5: Main Thrust
 6-7: Deflector Shield
 8-10: Lt Photon Torpedo
 11-13: Warp Engine
 14-18: Aft Structure
 19-20: PRIMARY Hit

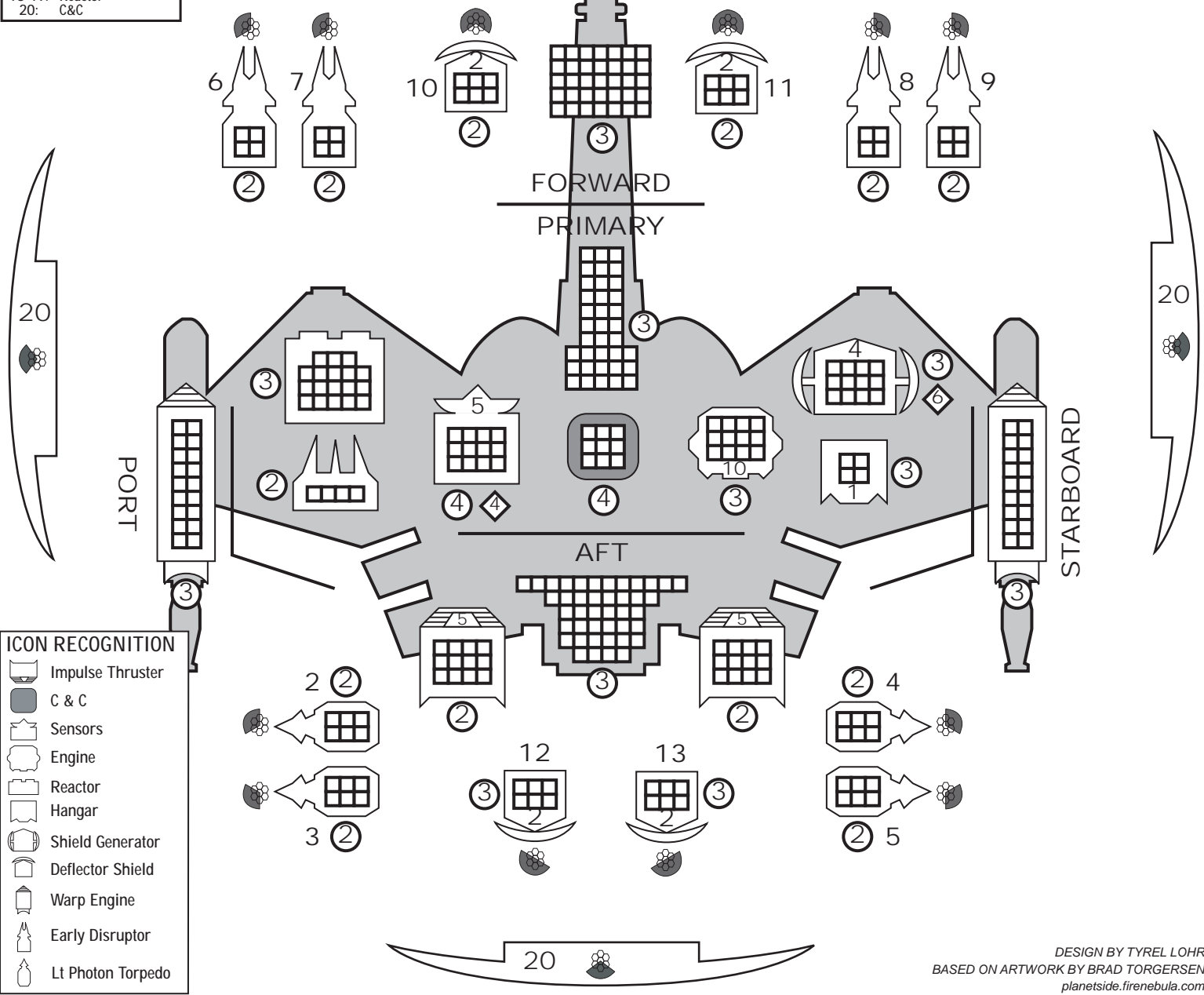
SENSOR DATA

Defensive EW

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

PRIMARY HITS
 1-7: Primary Structure
 8-10: Shield Generator
 11: Tractor Beam
 12-13: Sensors
 14-15: Hangar
 16-17: Engine
 18-19: Reactor
 20: C&C

HANGAR
 0 Fighters
 4 Shuttles



ICON RECOGNITION

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