



Klingon Dath d'Ian Light Destroyer



D-11 "One Wing"

SPECS

Class: Hvy Combat Vsl
 In Service: 2247
 Point Value: 250
 Ramming Factor: 80
 Warp Delay: 8 Turns

MANEUVERING

Turn Cost: 1/2 Speed
 Turn Delay: 2/3 Speed
 Accel/Decel Cost: 2 Thrust
 Pivot Cost: 2+2 Thrust
 Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 11
 Stb/Port Defense: 14
 Engine Efficiency: 4/1
 Extra Power: 0
 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	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

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

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.

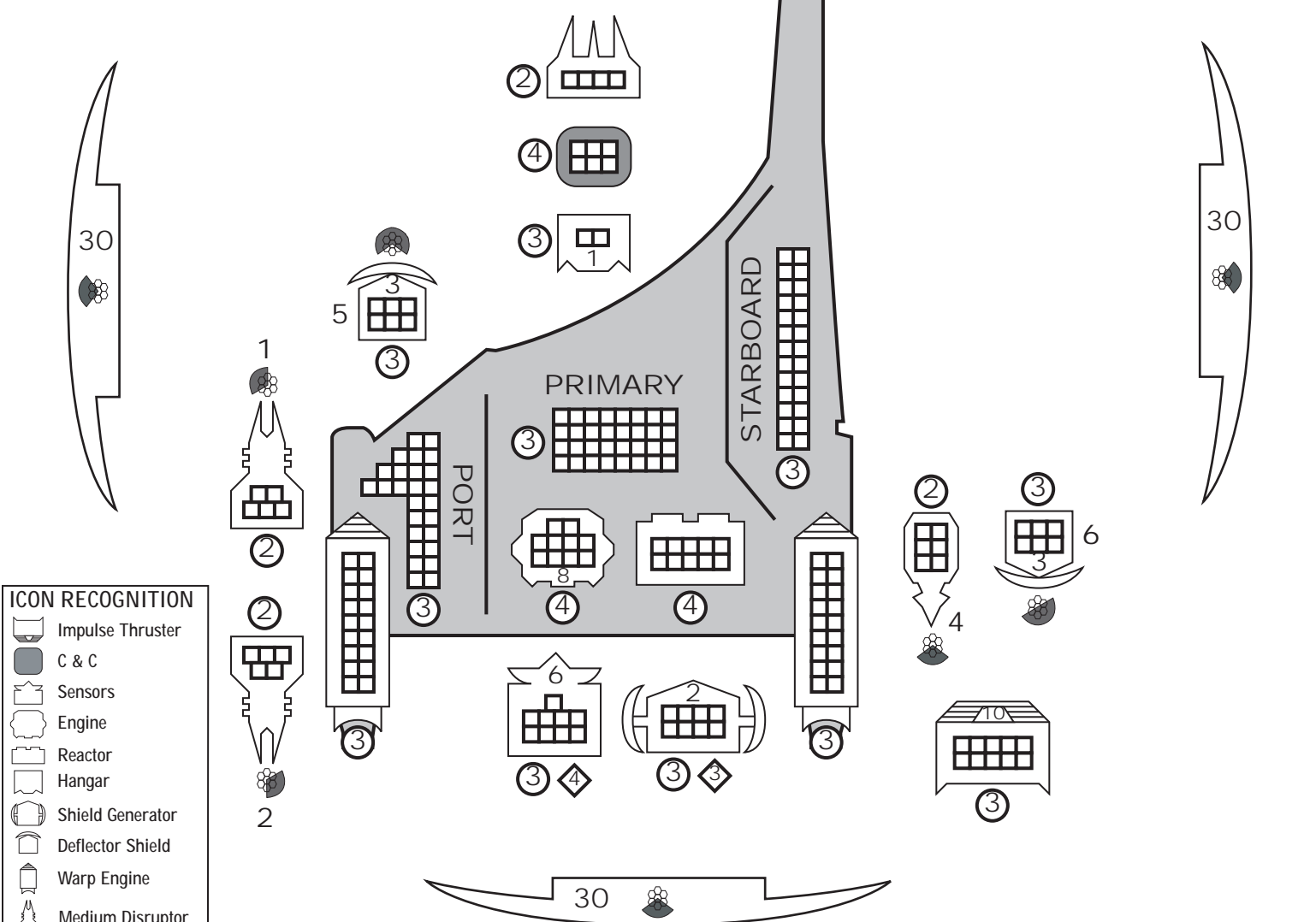
PORT HITS	
1-3:	Deflector Shield
4-6:	Medium Disruptor
7-9:	Warp Engine
10-18:	Port Structure
19-20:	PRIMARY Hit
STARBOARD HITS	
1-4:	Main Thrust
5-7:	Deflector Shield
8-9:	Lt Photon Torpedo
10-12:	Warp Engine
13-18:	Starboard Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-6:	Primary Structure
7-9:	Shield Generator
10:	Tractor Beam
11-13:	Sensors
14-15:	Hangar
16-17:	Engine
18-19:	Reactor
20:	C&C

SPECIAL NOTES
 Special Hull Arrangement (No Fwd/Aft Struct or Hits)
 Gravitic Drive System
 Impulse Drive

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
- Shield Generator
- Deflector Shield
- Warp Engine
- Medium Disruptor
- Lt Photon Torpedo