

KDF-2

Klingon K'mirra Battleship

SPECS

Class: Capital Ship
 In Service: 2330
 Point Value: 850
 Ramming Factor: 220
 Warp Delay: 7 Turns

MANEUVERING

Turn Cost: 4/3 Speed
 Turn Delay: 1 x Speed
 Accel/Decel Cost: 3 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 4+4 Thrust

COMBAT STATS

Fwd/Aft Defense: 16
 Stb/Port Defense: 16
 Engine Efficiency: 5/1
 Extra Power: 0
 Initiative Bonus: +0

WEAPON DATA

Heavy Photon Torpedo
 Class: Ballistic + Antimatter
 Mode: Standard
 Damage: X+20
 Max X: 20
 Range Penalty: -1 per 6 hexes
 Max Range: 50 hexes
 Fire Control: +4/+3/-6
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	1	2	3	4	5	6	7	8	9	10	11	12

FORWARD HITS
 1-4: Hvy Photon Torpedo
 5-7: Heavy Disruptor
 8-9: Medium Disruptor
 10-18: Forward Structure
 19-20: PRIMARY Hit

SPECIAL NOTES
 Restricted Deployment (10%)
 Gravitic Drive System
 Impulse Drive

SIDE HITS
 1-3: Deflector Shield
 4: Heavy Disruptor
 5-6: Medium Disruptor
 7-8: Light Disruptor
 9-12: Warp Engine
 13-18: Port/Stb Structure
 19-20: PRIMARY Hit

SENSOR DATA
 Defensive EW

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

AFT HITS
 1-5: Main Thrust
 6-7: Deflector Shield
 8-10: Hvy Photon Torpedo
 11: Heavy Disruptor
 12-18: Aft 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

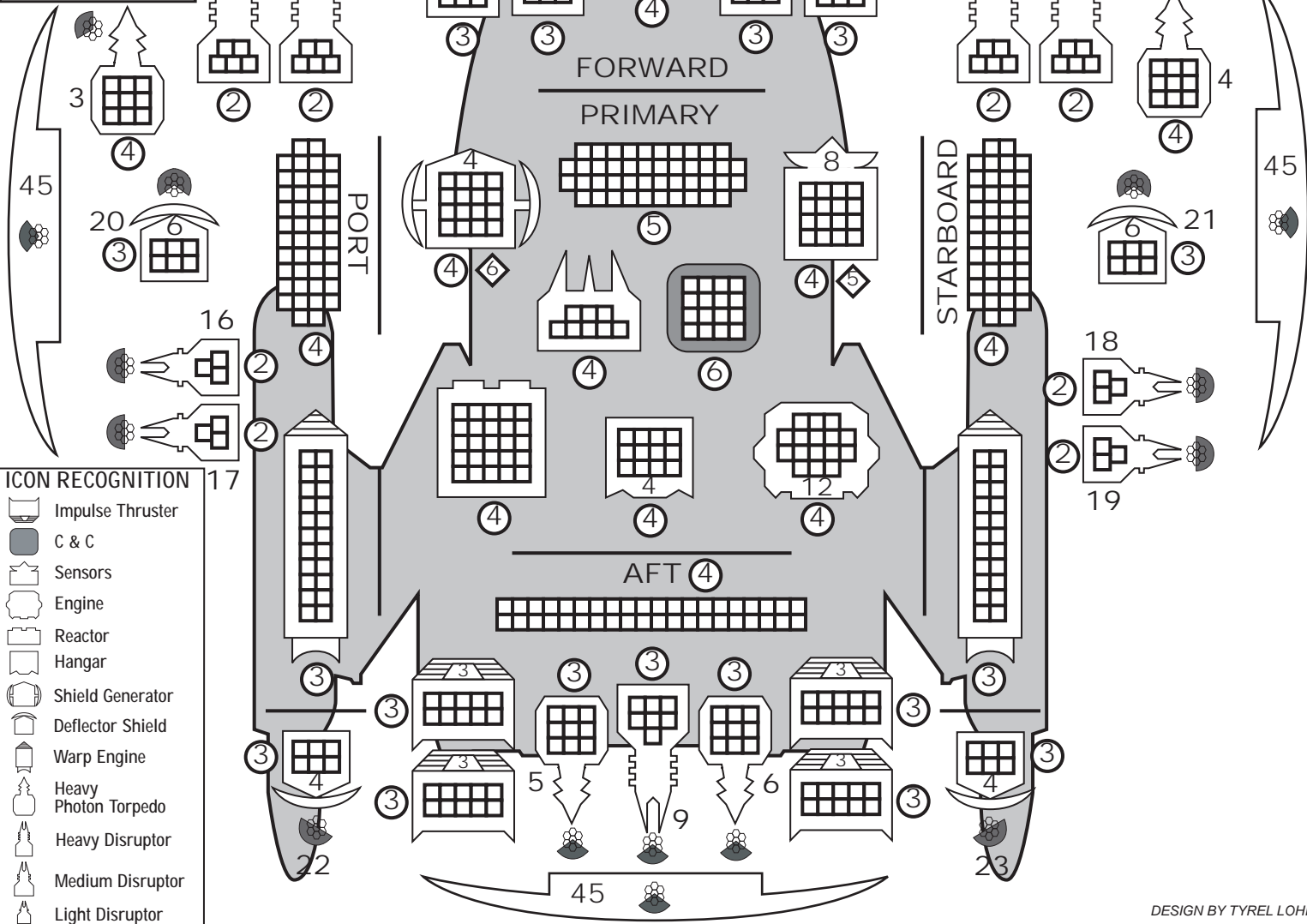
Deflector Shield
 Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

HANGAR
 0 Fighters
 12 Shuttles

Heavy Disruptor
 Class: Molecular
 Mode: R, P
 Damage: 2d10+22
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+2/-2
 Intercept Rating: -1
 Rate of Fire: 1 per 3 turns

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 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



ICON RECOGNITION

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