



Klingon Komo Val Torpedo Battlecruiser

SPECS	
Class:	Capital Ship
In Service:	2324
Point Value:	1000
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:	17
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

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FORWARD HITS	
1-7:	Hvy Photon Torpedo
8-18:	Forward Structure
19-20:	PRIMARY Hit
SIDE HITS	
1-3:	Deflector Shield
4-5:	Hvy Photon Torpedo
6-7:	Light Disruptor
8-11:	Warp Engine
12-18:	Port/Stb Structure
19-20:	PRIMARY Hit
AFT HITS	
1-5:	Main Thrust
6-7:	Deflector Shield
8-10:	Hvy Photon Torpedo
11-18:	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

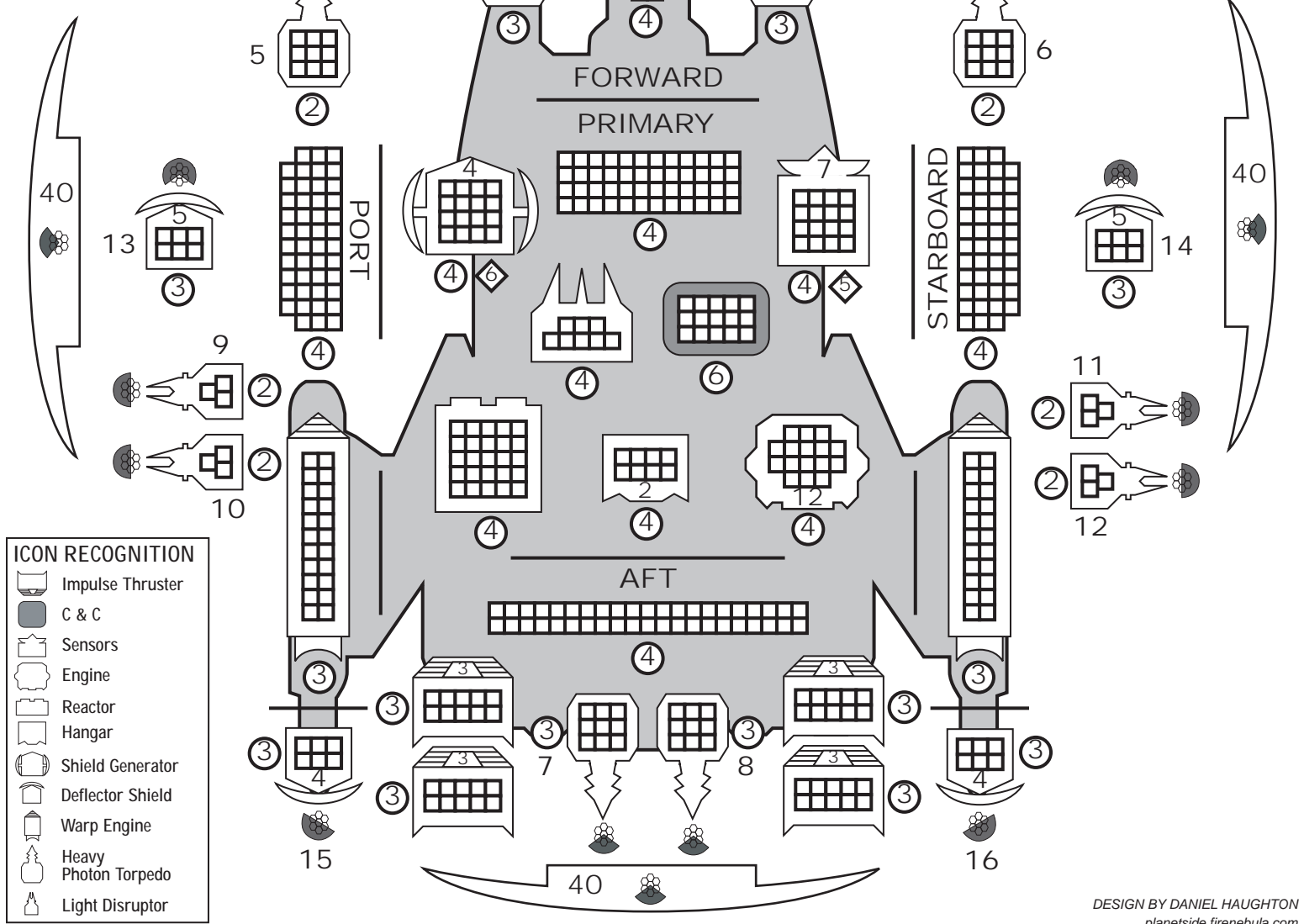
SPECIAL NOTES	
Restricted Deployment (10%)	
Gravitic Drive System	
Impulse Drive	

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

HANGAR	
0 Fighters	
8 Shuttles	

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

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.	



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