



# Klingon K'T'Leh Heavy Bird of Prey

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 13
In Service: 2377	Turn Delay: 1/2 Speed	Stb/Port Defense: 15
Point Value: 725	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 190	Pivot Cost: 2+2 Thrust	Extra Power: +5
Warp Delay: 5 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +2
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
<b>Spinal Photon Torpedo</b>
Class: Ballistic + Antimatter
Mode: Standard
Damage: X+40
Max X: 20
Range Penalty: -1 per 6 hexes
Max Range: 65 hexes
Fire Control: +6/+2/-
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

FORWARD HITS
1-3: Deflector Shield
4-7: Spinal Photon Torp
8-17: Forward Structure
18-20: PRIMARY Hit

SPECIAL NOTES
Limited Deployment (33%)
Special Hull Configuration (No Aft Hits)
Atmospheric Capable
Gravitic Drive System
Impulse Drive

SIDE HITS
1-3: Deflector Shield
4-7: Medium Disruptor
8-9: Docking Port
10-17: Port/Stb Structure
18-20: PRIMARY Hit

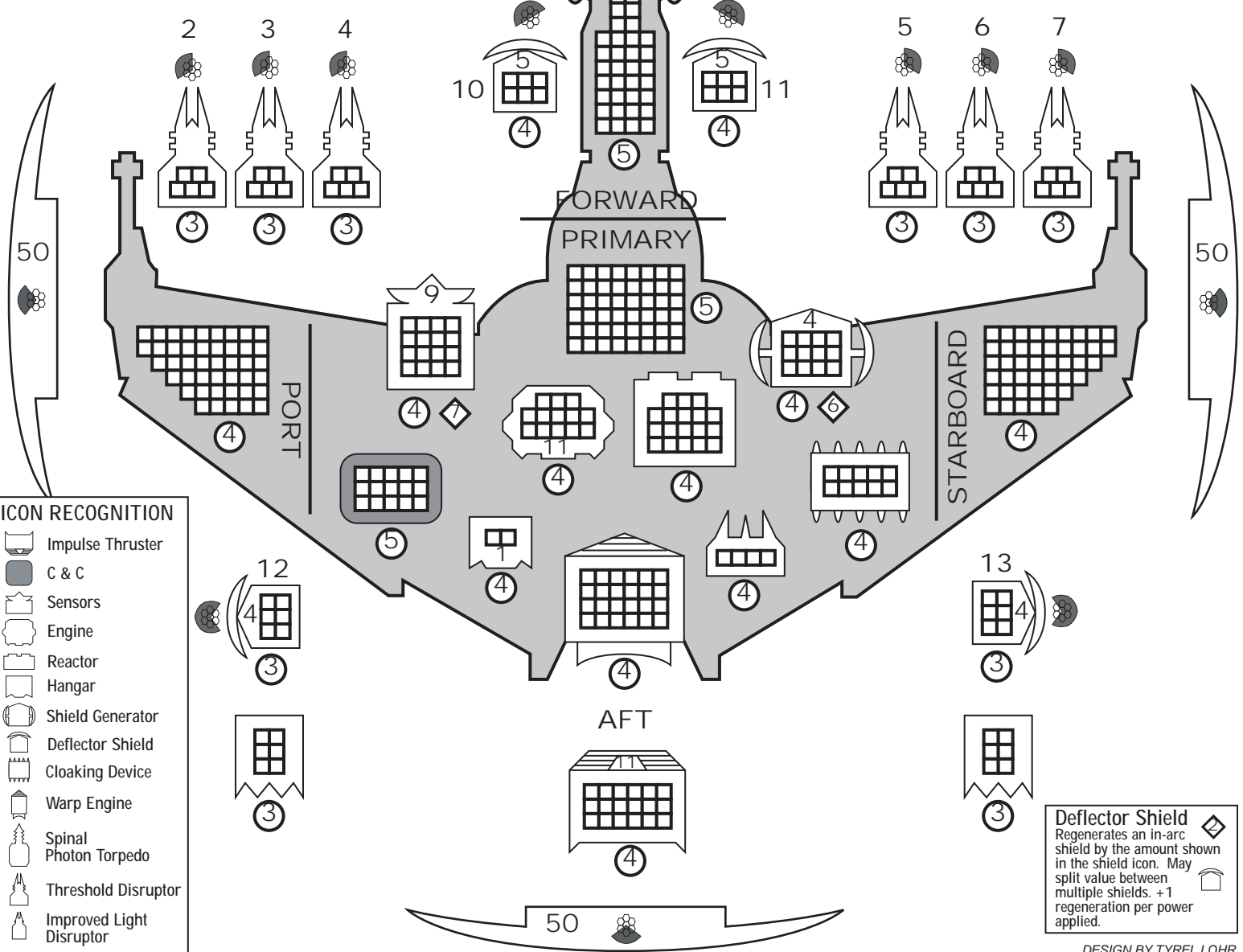
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

PRIMARY HITS
1-5: Primary Structure
6-7: Warp Engine
8-10: Impulse Thruster
11: Shield Generator
12: Cloaking Device
13: Tractor Beam
14-15: Sensors
16: Hangar
17-18: Engine
19: Reactor
20: C&C

HANGAR
0 Fighters
2 Shuttles

Threshold Disruptor
Class: Molecular
Mode: Standard
Damage: 1d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/+0
Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Special: Can fire every turn if an extra 3 power is applied.

Light Disruptor (Imp.)
Class: Molecular
Mode: Standard
Damage: 1d6+8
Range Penalty: -1 per hex
Fire Control: +4/+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
	Cloaking Device
	Warp Engine
	Spinal Photon Torpedo
	Threshold Disruptor
	Improved Light Disruptor
	Docking Port

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.