



Klingon Ro'Tah Early Bird of Prey



SPECS Class: Medium Ship In Service: 2147 Point Value: 235 Ramming Factor: 50 Warp Delay: 14 Turns	MANEUVERING Turn Cost: 1/3 Speed Turn Delay: 1/2 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 2+2 Thrust	COMBAT STATS Fwd/Aft Defense: 12 Stb/Port Defense: 13 Engine Efficiency: 3/1 Extra Power: 0 Initiative Bonus: +14
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 2 2 2 3 3 3 4 4 4	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA 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
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FORWARD HITS 1-4: Deflector Shield 5-6: Lt Photon Torpedo 7-8: Early Disruptor 9-10: Lt Disruptor Cannon 11-17: Structure 18-20: PRIMARY Hit

SPECIAL NOTES Antiquated Sensors Gravitic Drive System Impulse Drive
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AFT HITS 1-4: Impulse Thruster 5-6: Deflector Shield 7-9: Warp Engine 10-17: Structure 18-20: PRIMARY Hit

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

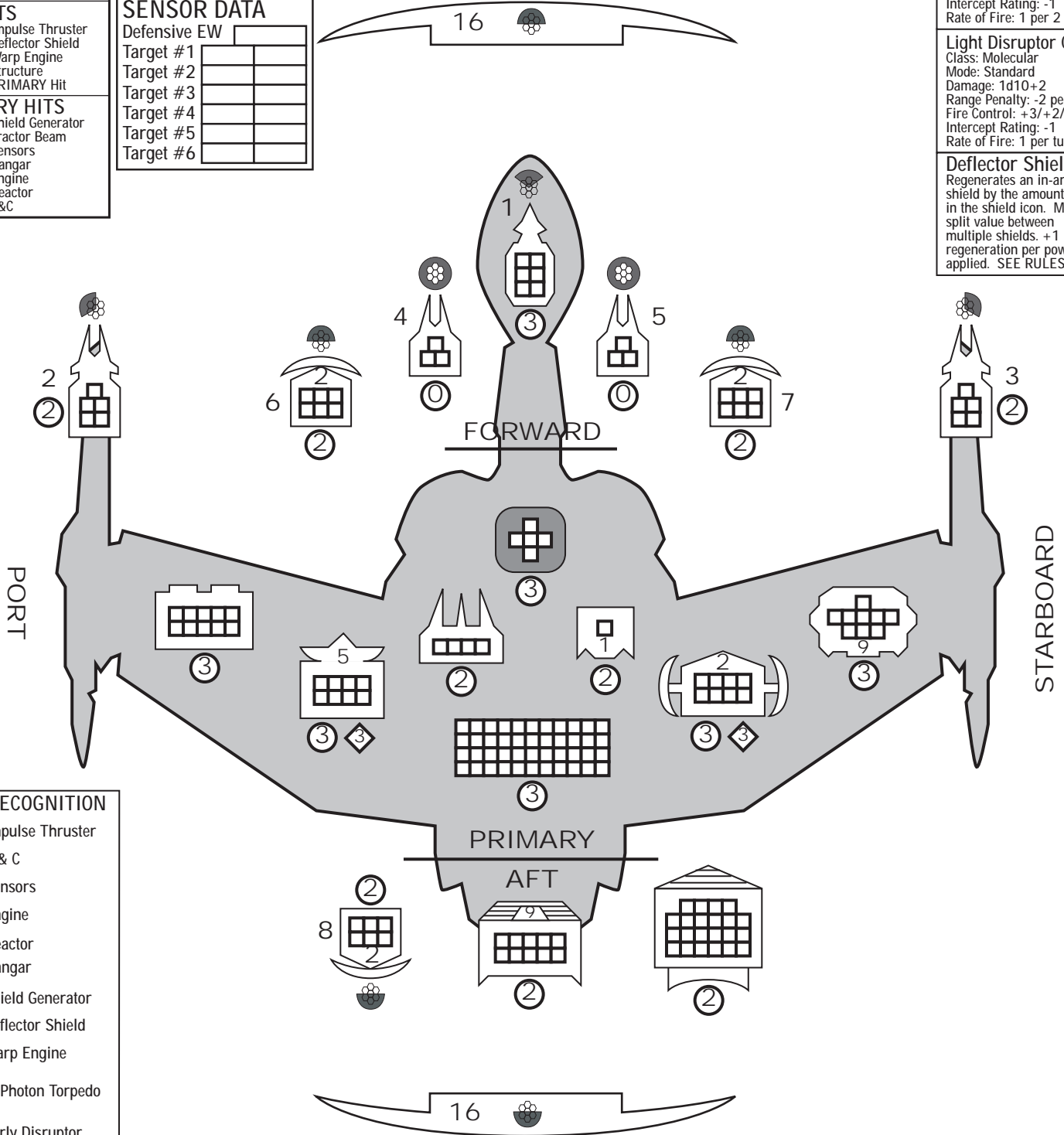
PRIMARY HITS 1-4: Shield Generator 5-6: Tractor Beam 7-10: Sensors 11-12: Hangar 13-15: Engine 16-18: Reactor 19-20: C&C
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HANGAR
0 Fighters
1 Shuttle

Early Disruptor Class: Molecular Mode: Standard Damage: 1d10+6 Range Penalty: -1 per hex Fire Control: +3/+2/+2 Intercept Rating: -1 Rate of Fire: 1 per 2 turns
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Light Disruptor Cannon Class: Molecular Mode: Standard Damage: 1d10+2 Range Penalty: -2 per hex Fire Control: +3/+2/+1 Intercept Rating: -1 Rate of Fire: 1 per turn
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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
Lt Photon Torpedo
Early Disruptor
Lt Disruptor Cannon