



Klingon Ta'Naden Logistics Cruiser

SPECS

Class: Hvy Combat Vsl
 In Service: 2269
 Point Value: 245
 Ramming Factor: 90
 Warp Delay: 9 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
 Stb/Port Defense: 15
 Engine Efficiency: 4/1
 Extra Power: 0
 Initiative Bonus: +6

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 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
 Class: Molecular
 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.

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

FORWARD HITS
 1-3: Deflector Shield
 4-6: Medium Disruptor
 7-18: Forward Structure
 19-20: PRIMARY Hit

SPECIAL NOTES
 Gravitic Drive System
 Impulse Drive

AFT HITS
 1-4: Impulse Thruster
 5-6: Deflector Shield
 7-8: Light Disruptor
 9-11: Warp Engine
 12-18: Aft Structure
 19-20: PRIMARY Hit

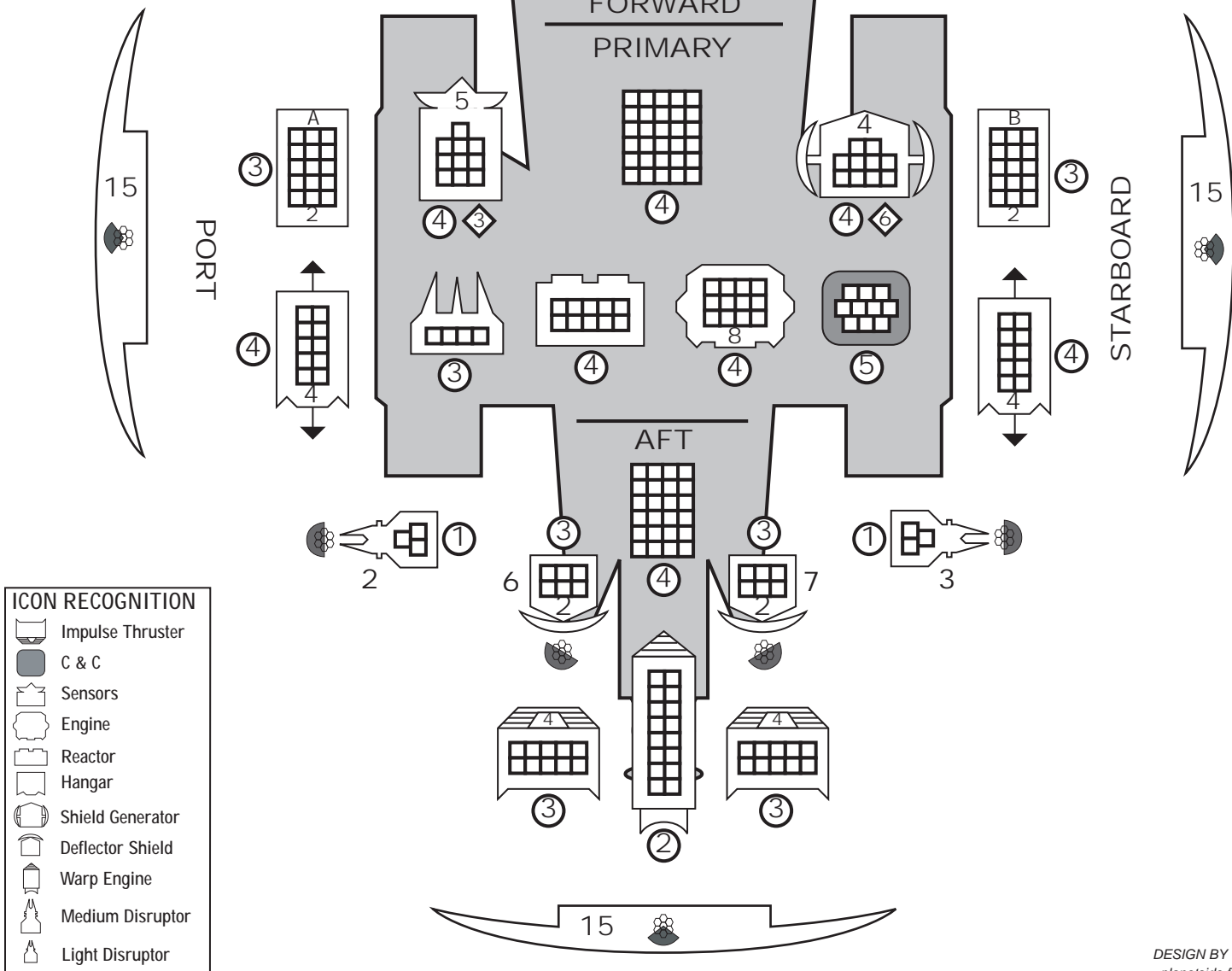
SENSOR DATA

Defensive EW

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

PRIMARY HITS
 1-6: Primary Structure
 7-8: Cargo
 9-10: Shield Generator
 11: Tractor Beam
 12-13: Sensors
 14-16: Hangar
 17-18: Engine
 19: Reactor
 20: C&C

HANGARS
 0 Fighters
 10 Shuttles each



ICON RECOGNITION

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