



Klingon T'Larr Heavy Bird of Prey

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 13
In Service: 2327	Turn Delay: 1/2 Speed	Stb/Port Defense: 15
Point Value: 675	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 180	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 6 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	
Medium Disruptor	3
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	

FORWARD HITS	
1-3:	Deflector Shield
4-6:	Hvy Photon Torpedo
7-17:	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
8-17:	Port/Stb Structure
18-20:	PRIMARY Hit

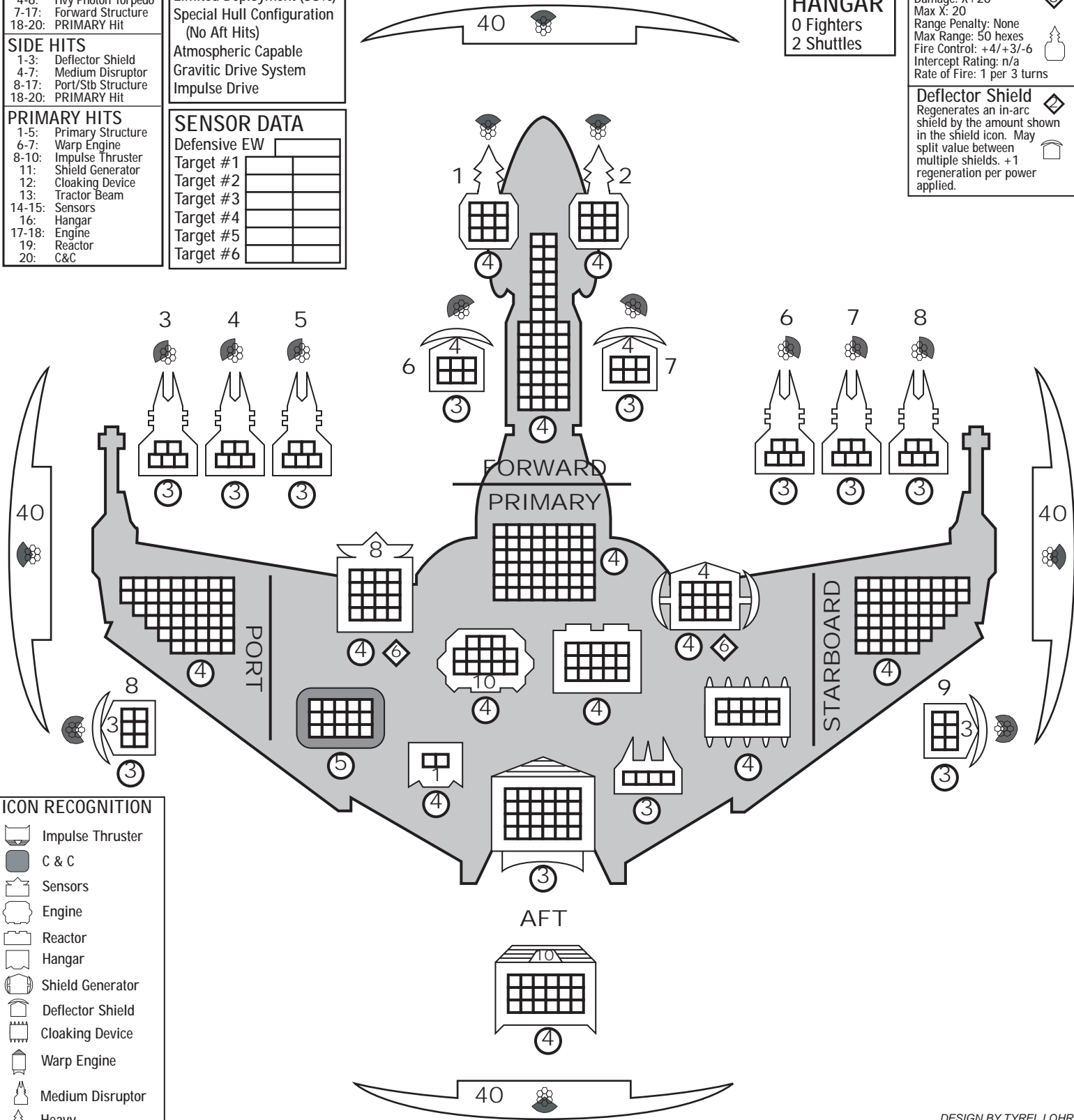
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

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	

Heavy Photon Torpedo	
Class: Ballistic + Antimatter	
Mode: Standard	
Damage: X+20	
Max X: 20	
Range Penalty: None	
Max Range: 50 hexes	
Fire Control: +4/+3/-6	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	

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.	



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