



Klingon Toh'Kaht Long Range Explorer

SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 1 x Speed		Fwd/Aft Defense: 15	
In Service: 2356		Turn Delay: 2/3 Speed		Stb/Port Defense: 17	
Point Value: 930		Accel/Decel Cost: 3 Thrust		Engine Efficiency: 4/1	
Ramming Factor: 220		Pivot Cost: 3+3 Thrust		Extra Power: +2	
Warp Delay: 5 Turns		Roll Cost: 2+2 Thrust		Initiative Bonus: +1	
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				

WEAPON DATA	
Mega Disruptor	
Class: Molecular	
Mode: Piercing	
Damage: 3d10+36	
Range Penalty: -1 per 3 hexes	
Fire Control: +5/+1/-5	
Intercept Rating: n/a	
Rate of Fire: 1 per 4 turns	
Heavy Disruptor	
Class: Molecular	
Mode: R, P	
Damage: 2d10+22	
Range Penalty: -1 per 3 hexes	
Fire Control: +4/+2/-2	
Intercept Rating: -1	
Rate of Fire: 1 per 3 turns	
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	

FORWARD HITS	
1-3:	Deflector Shield
4-5:	Mega Disruptor
6-8:	Medium Disruptor
9-10:	Light Disruptor
11-18:	Forward Structure
19-20:	PRIMARY Hit

SIDE HITS	
1-2:	Deflector Shield
3-4:	Heavy Disruptor
5-7:	Light Disruptor
8-11:	Warp Engine
12-18:	Port/Stb Structure
19-20:	PRIMARY Hit

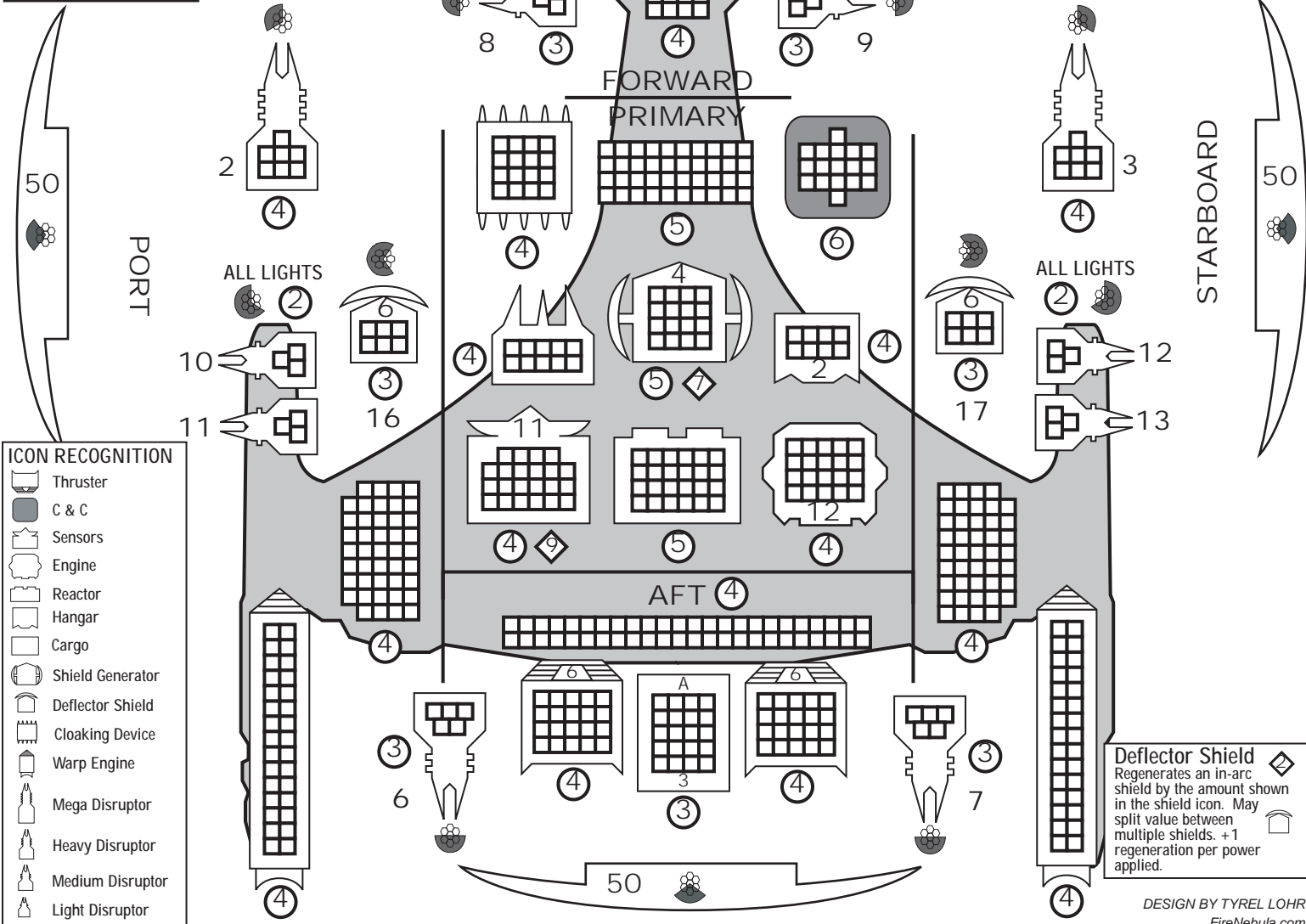
AFT HITS	
1-5:	Main Thrust
6-7:	Cargo
8-9:	Medium Disruptor
10-18:	Aft Structure
19-20:	PRIMARY Hit

PRIMARY HITS	
1-7:	Primary Structure
8-9:	Shield Generator
10-11:	Cloaking Device
12:	Tractor Beam
13-14:	Sensors
15-16:	Hangar
17-18:	Engine
19:	Reactor
20:	C&C

SPECIAL NOTES	
ELINT Ship	
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



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Cargo
	Shield Generator
	Deflector Shield
	Cloaking Device
	Warp Engine
	Mega Disruptor
	Heavy Disruptor
	Medium Disruptor
	Light Disruptor

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.