



# Klingon K'Shen Dreadnought

SPECS		MANEUVERING		COMBAT STATS								
Class: Capital Ship		Turn Cost: 4/3 Speed		Fwd/Aft Defense: 16								
In Service: 2298		Turn Delay: 4/3 Speed		Stb/Port Defense: 17								
Point Value: 725		Accel/Decel Cost: 4 Thrust		Engine Efficiency: 5/1								
Ramming Factor: 110		Pivot Cost: 3+3 Thrust		Extra Power: 0								
Warp Delay: 8 Turns		Roll Cost: 3+3 Thrust		Initiative Bonus: +2								
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

WEAPON DATA	
<b>Heavy Photon Torpedo</b>	
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	

<b>Photon Torpedo</b>	
Class: Ballistic + Antimatter	
Mode: Standard	
Damage: X+10	
Max X: 20	
Range Penalty: None	
Max Range: 50 hexes	
Fire Control: +4/+2/-3	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	

<b>Medium Disruptor</b>	
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	

<b>Light Disruptor</b>	
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	

**HANGAR**  
0 Fighters  
8 Shuttles

**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

**FORWARD HITS**  
1-3: Deflector Shield  
4: Heavy Disruptor  
5-8: Hvy Photon Torpedo  
9-10: Light Disruptor  
11-18: Forward Structure  
19-20: PRIMARY Hit

**SPECIAL NOTES**  
Limited Availability (33%)  
Gravitic Drive System  
Impulse Drive

**SIDE HITS**  
1-7: Medium Disruptor  
8-11: Warp Engine  
12-18: Port/Stb Structure  
19-20: PRIMARY Hit

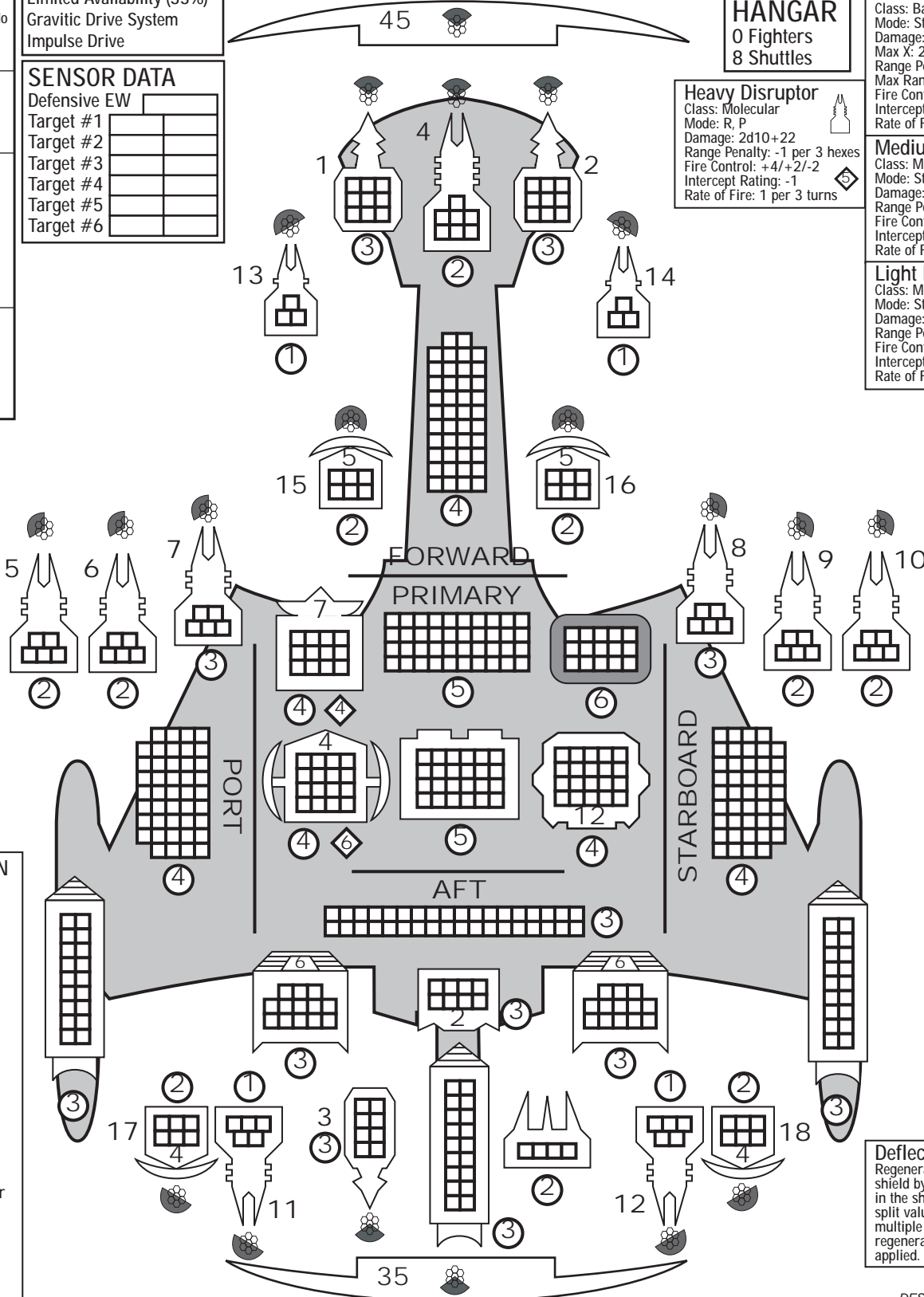
**SENSOR DATA**

Defensive EW

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

**AFT HITS**  
1-4: Main Thrust  
5-6: Deflector Shield  
7: Photon Torpedo  
8: Medium Disruptor  
9: Tractor Beam  
10: Hangar  
11-12: Warp Engine  
13-18: Aft Structure  
19-20: PRIMARY Hit

**PRIMARY HITS**  
1-10: Primary Structure  
11-12: Shield Generator  
13-15: Sensors  
16-17: Engine  
18-19: Reactor  
20: C&C



**ICON RECOGNITION**

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Heavy Disruptor
- Medium Disruptor
- Light Disruptor
- Heavy Photon Torpedo
- Photon Torpedo

**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.