



Klingon K'T'inga Battlecruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2271	Turn Delay: 2/3 Speed	Stb/Port Defense: 14
Point Value: 440	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 4/1
Ramming Factor: 110	Pivot Cost: 3+3 Thrust	Extra Power: 0
Warp Delay: 7 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +8
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA

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

- ### FORWARD HITS
- 1-3: Deflector Shield
 - 4-5: Hvy Photon Torpedo
 - 6-9: Medium Disruptor
 - 10-11: Light Disruptor
 - 12-18: Forward Structure
 - 19-20: PRIMARY Hit

SPECIAL NOTES

Gravitic Drive System
Impulse Drive

- ### AFT HITS
- 1-4: Main Thrust
 - 5-6: Deflector Shield
 - 7: Photon Torpedo
 - 8-9: Light Disruptor
 - 10-12: Warp Engine
 - 13-18: 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: Cloaking Device
 - 9-10: Shield Generator
 - 11: Tractor Beam
 - 12-14: Sensors
 - 15-16: Hangar
 - 17-18: Engine
 - 19: Reactor
 - 20: C&C

HANGAR

0 Fighters
4 Shuttles

Photon Torpedo

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

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

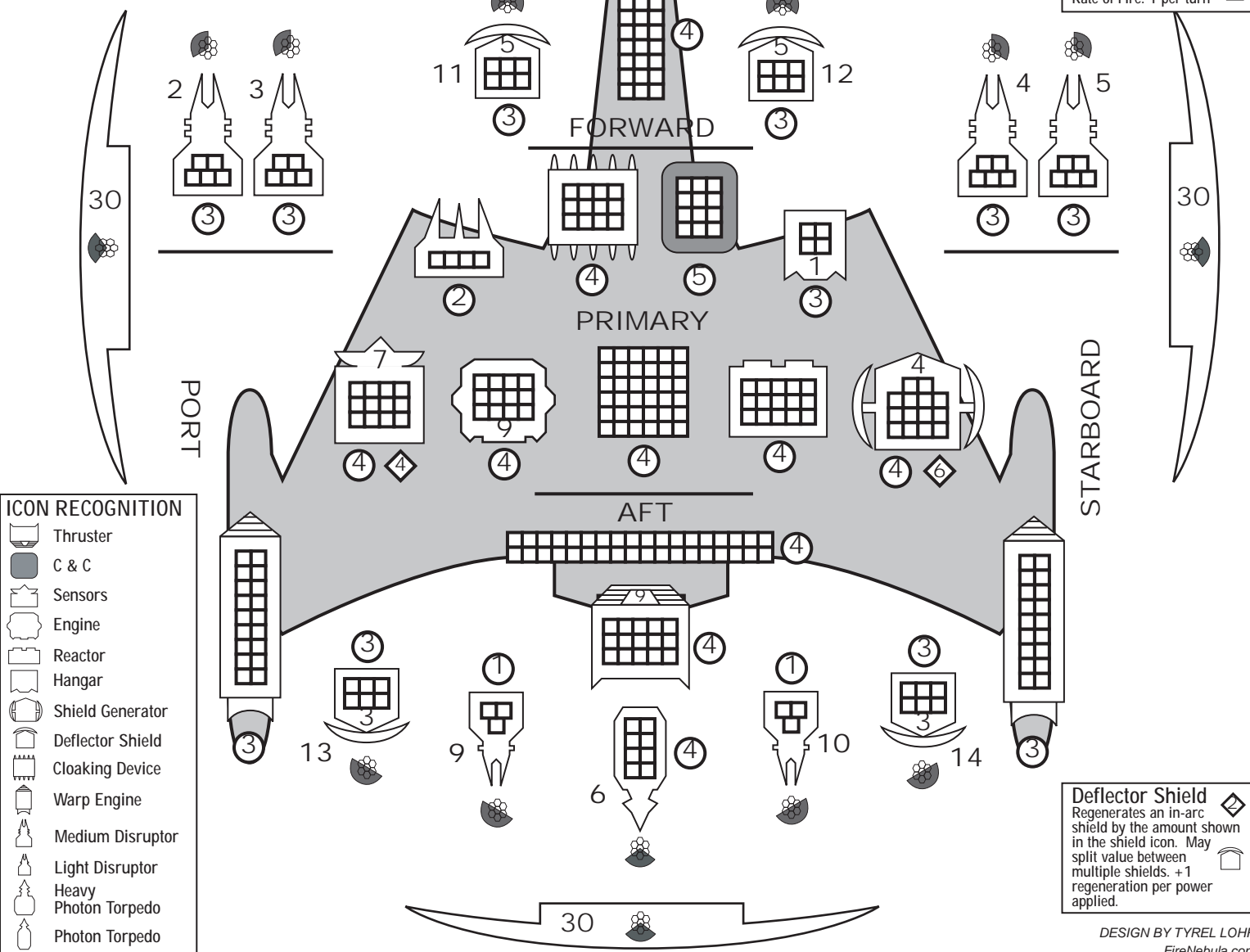
Damage: 1d6+6

Range Penalty: -1 per hex

Fire Control: +3/+3/+3

Intercept Rating: -2

Rate of Fire: 1 per turn



ICON RECOGNITION

	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Cloaking Device
	Warp Engine
	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.