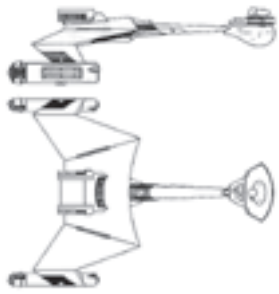


Klingon K'T'kara Fast Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 3/4 Speed	Fwd/Aft Defense: 14
In Service: 2249	Turn Delay: 2/3 Speed	Stb/Port Defense: 13
Point Value: 365	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 3/1
Ramming Factor: 100	Pivot Cost: 2+2 Thrust	Power Shortage: -4
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 3 3 4 5 6 6 7 8 9 9	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

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.	



D-7C

FORWARD HITS	
1-3:	Deflector Shield
4-9:	Medium Disruptor
10-11:	Light Disruptor
12-18:	Forward Structure
19-20:	PRIMARY Hit

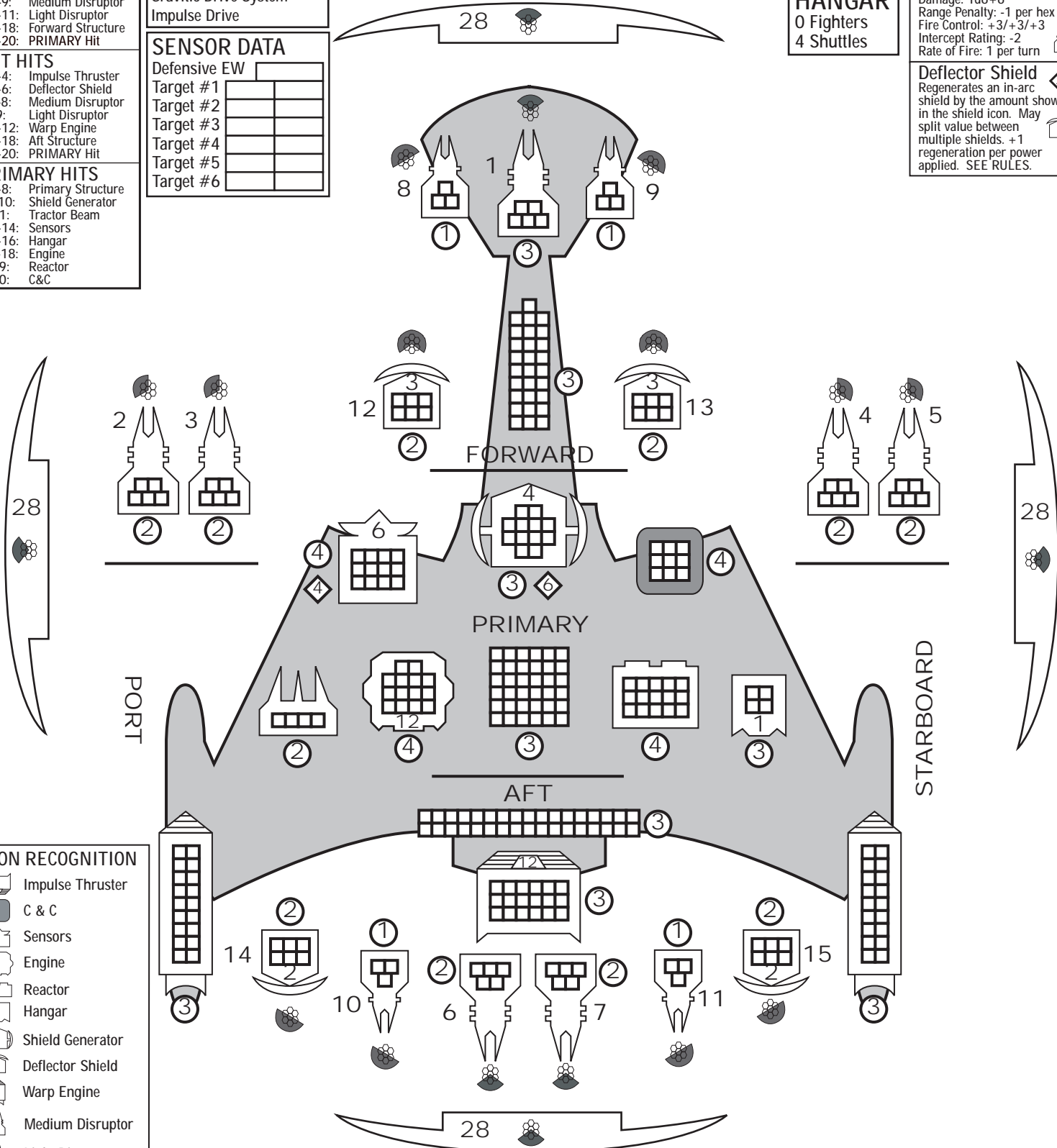
AFT HITS	
1-4:	Impulse Thruster
5-6:	Deflector Shield
7-8:	Medium Disruptor
9:	Light Disruptor
10-12:	Warp Engine
13-18:	Aft Structure
19-20:	PRIMARY Hit

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

SPECIAL NOTES	
Gravitic Drive System	
Impulse Drive	

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

HANGAR
0 Fighters
4 Shuttles



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