



# Klingon Troop Transport

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14
In Service: 2330	Turn Delay: 1 x Speed	Stb/Port Defense: 16
Point Value: 300	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 4/1
Ramming Factor: 120	Pivot Cost: 4+4 Thrust	Extra Power: 0
Warp Delay: 8 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +4
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 3 3 4 5 6 6 7 8 9 9	

WEAPON DATA	
<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	
<b>Deflector Shield</b>	◆
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.	🏠

FORWARD HITS	
1-3:	Deflector Shield
4-6:	Light Disruptor
7-8:	Hangar
9-12:	Cargo A/B
13-18:	Forward Structure
19-20:	PRIMARY Hit

AFT HITS	
1-4:	Impulse Thruster
5-7:	Deflector Shield
8:	Warp Engine
9-10:	Light Disruptor
11-13:	Cargo E/F
14-18:	Aft Structure
19-20:	PRIMARY Hit

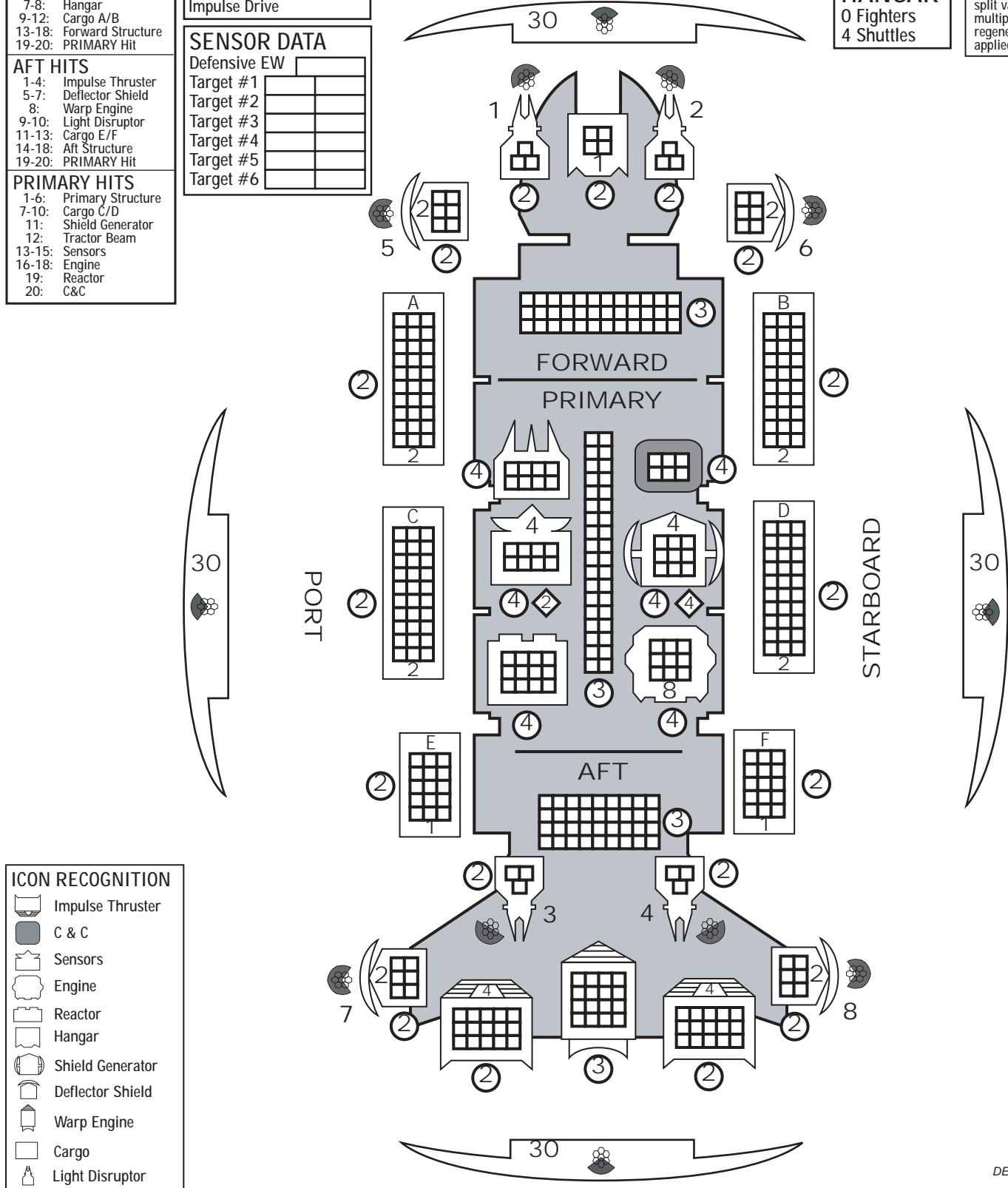
PRIMARY HITS	
1-6:	Primary Structure
7-10:	Cargo C/D
11:	Shield Generator
12:	Tractor Beam
13-15:	Sensors
16-18:	Engine
19:	Reactor
20:	C&C

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
	Cargo
	Light Disruptor