



Klingon Na Ra'den Heavy Assault Ship

SPECS Class: Hvy Combat Vsl In Service: 2265 Point Value: 370 Ramming Factor: 90 Warp Delay: 7 Turns	MANEUVERING Turn Cost: 1 x Speed Turn Delay: 1 x Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 3+3 Thrust	COMBAT STATS Fwd/Aft Defense: 15 Stb/Port Defense: 17 Engine Efficiency: 5/1 Power Shortage: -4 Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	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	1 2 3 4 5 6 7 8 9 10 11 12
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	1 2 3 4 5 6 7 8 9 10 11 12

WEAPON DATA
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 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.



T-12

FORWARD HITS
1-3: Deflector Shield 4-5: Light Disruptor 6-7: Hangar 8-11: Warp Engine 12-18: Forward Structure 19-20: PRIMARY Hit

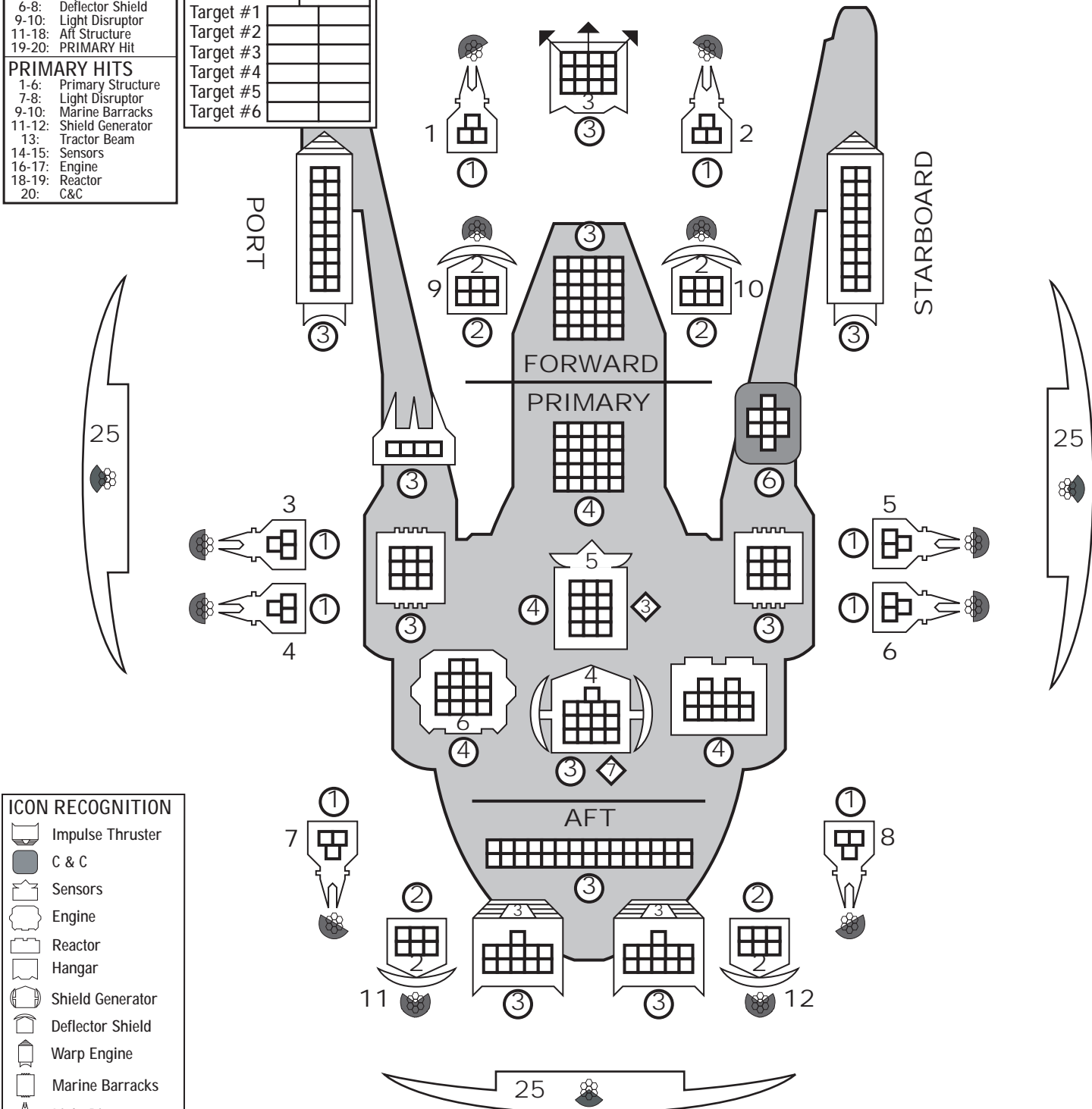
SPECIAL NOTES
Combat Transporters (+1) Gravitic Drive System Impulse Drive

AFT HITS
1-5: Impulse Thruster 6-8: Deflector Shield 9-10: Light Disruptor 11-18: 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: Light Disruptor 9-10: Marine Barracks 11-12: Shield Generator 13: Tractor Beam 14-15: Sensors 16-17: Engine 18-19: Reactor 20: C&C

HANGAR
0 Fighters
12 Shuttles



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