

Klingon Negh'Var Dreadnought

SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 4/3 Speed		Fwd/Aft Defense: 18	
In Service: 2371		Turn Delay: 4/3 Speed		Stb/Port Defense: 18	
Point Value: 1300		Accel/Decel Cost: 4 Thrust		Engine Efficiency: 5/1	
Ramming Factor: 260		Pivot Cost: 3+3 Thrust		Extra Power: 0	
Warp Delay: 5 Turns		Roll Cost: 3+3 Thrust		Initiative Bonus: +1	
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	1 2 3 4 5 6 7 8 9 10 11 12	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	2 3 4 6 7 8 10 11 12 14 15 16	2 3 4 6 7 8 10 11 12 14 15 16	2 3 4 6 7 8 10 11 12 14 15 16	2 3 4 6 7 8 10 11 12 14 15 16	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	2 3 4 6 7 8 10 11 12 14 15 16	2 3 4 6 7 8 10 11 12 14 15 16	2 3 4 6 7 8 10 11 12 14 15 16	2 3 4 6 7 8 10 11 12 14 15 16

WEAPON DATA	
Mega Disruptor	
Class: Molecular	
Mode: Piercing	
Damage: 3d10+36	
Range Penalty: -1 per 3 hexes	
Fire Control: +5/+1/-5	
Intercept Rating: n/a	
Rate of Fire: 1 per 4 turns	
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	
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	

FORWARD HITS	
1-3:	Deflector Shield
4-5:	Heavy Disruptor
6-7:	Hvy Photon Torpedo
8-9:	Medium Disruptor
10:	Light Disruptor
11-18:	Forward Structure
19-20:	PRIMARY Hit

SPECIAL NOTES	
Restricted Deployment (10%)	
+1 Initiative to Fleet	
Gravitic Drive System	
Impulse Drive	

SIDE HITS	
1-2:	Deflector Shield
3-4:	Mega Disruptor
5-7:	Heavy 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	

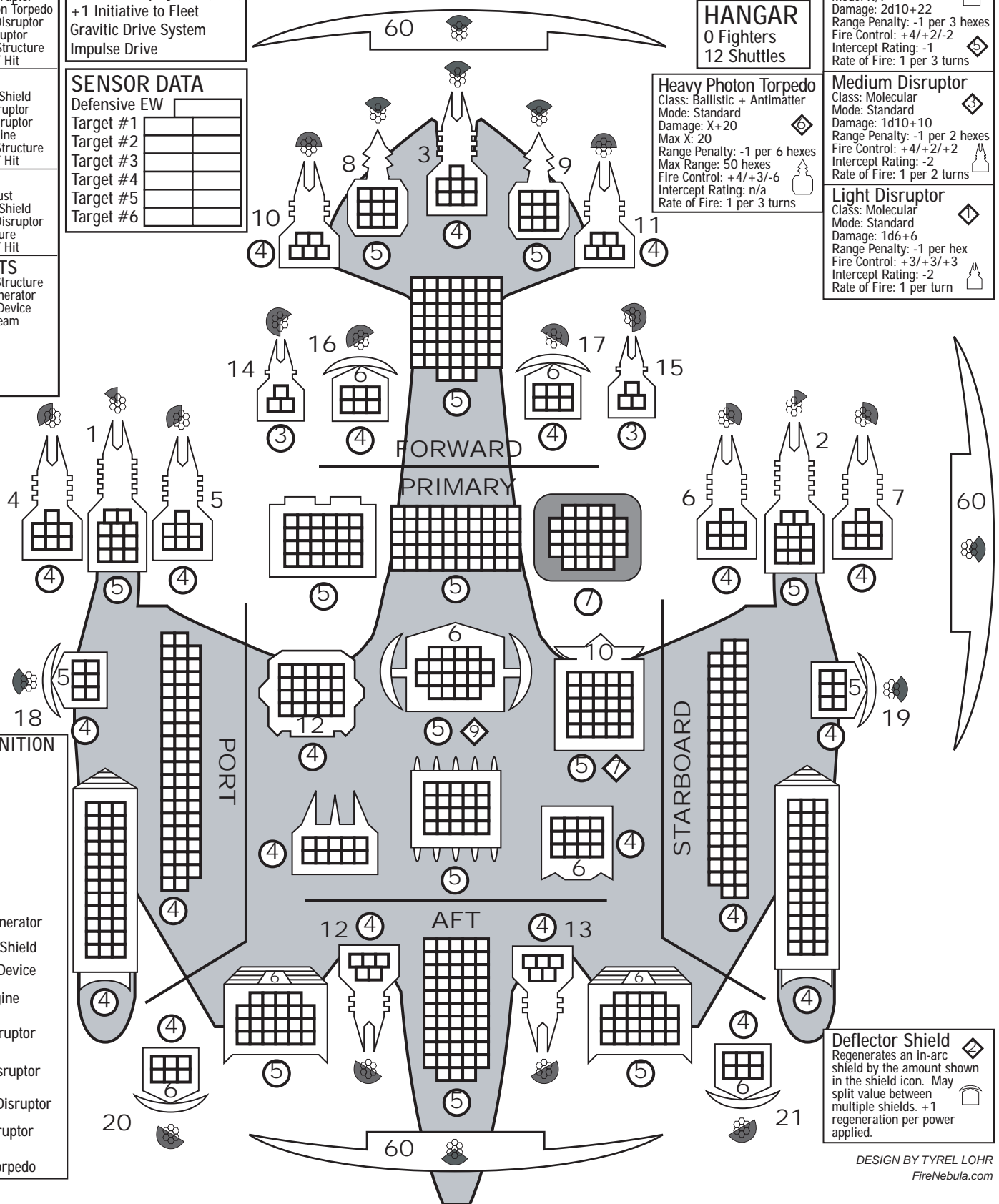
AFT HITS	
1-5:	Main Thrust
6-8:	Deflector Shield
9-10:	Medium Disruptor
11-18:	Aft Structure
19-20:	PRIMARY Hit

PRIMARY HITS	
1-6:	Primary Structure
7-9:	Shield Generator
10-11:	Cloaking Device
12:	Tractor Beam
13-15:	Sensors
16-17:	Hangar
18:	Engine
19:	Reactor
20:	C&C

HANGAR	
0 Fighters	
12 Shuttles	

Heavy Photon Torpedo	
Class: Ballistic + Antimatter	
Mode: Standard	
Damage: X+20	
Max X: 20	
Range Penalty: -1 per 6 hexes	
Max Range: 50 hexes	
Fire Control: +4/+3/-6	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	

ICON RECOGNITION	
	Thrustor
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Cloaking Device
	Warp Engine
	Mega Disruptor
	Heavy Disruptor
	Medium Disruptor
	Light Disruptor
	Heavy 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.	