



# Klingon Tas'esta Combat Scout

<b>SPECS</b> Class: Medium Ship In Service: 2244 Point Value: 400 Ramming Factor: 50 Warp Delay: 6 Turns	<b>MANEUVERING</b> Turn Cost: 1/2 Speed Turn Delay: 2/3 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 2+2 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 13 Stb/Port Defense: 13 Engine Efficiency: 2/1 Power Shortage: -2 Initiative Bonus: +14
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

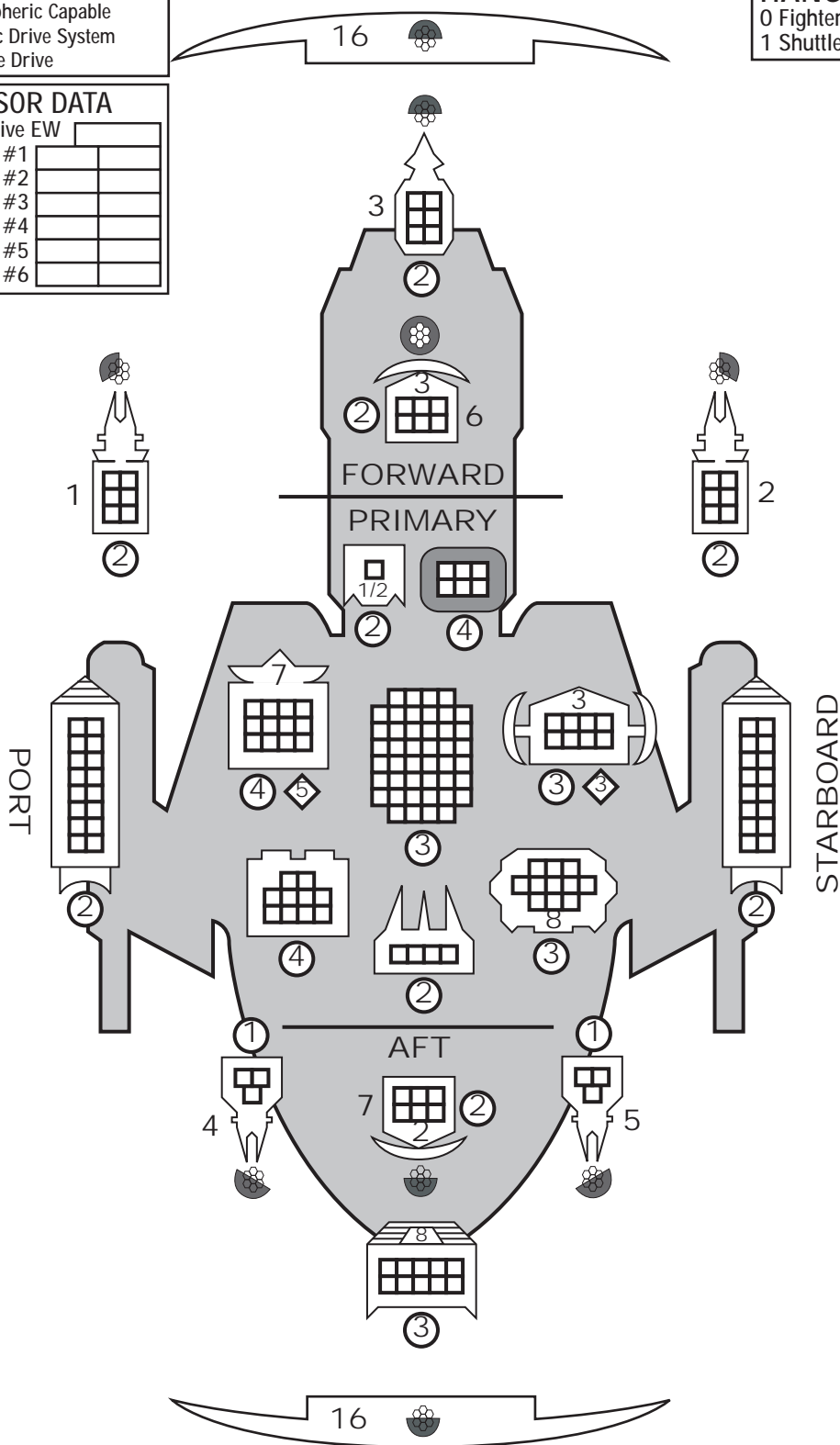
<b>WEAPON DATA</b>	
<b>Assault Disruptor</b> Class: Molecular Mode: Standard Damage: 2d10+8 Range Penalty: -1 per hex Fire Control: +5/+3/+0 Intercept Rating: -1 Rate of Fire: 1 per 3 turns	
<b>Light Photon Torpedo</b> Class: Ballistic + Antimatter Mode: Standard Damage: X+10 Max X: 10 Range Penalty: -1 per 4 hexes Max Range: 35 hexes Fire Control: +5/+3/+2 Intercept Rating: n/a Rate of Fire: 1 per 2 turns	
<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.	

<b>FORWARD HITS</b> 1-3: Deflector Shield 4-6: Lt Photon Torpedo 7-9: Assault Disruptor 10-17: Structure 18-20: PRIMARY Hit
<b>AFT HITS</b> 1-3: Impulse Thruster 4-5: Deflector Shield 6-8: Light Disruptor 9-17: Structure 18-20: PRIMARY Hit
<b>PRIMARY HITS</b> 1-8: Warp Engine 9-11: Shield Generator 12: Tractor Beam 13-14: Sensors 15: Hangar 16-17: Engine 18-19: Reactor 20: C&C

<b>SPECIAL NOTES</b> ELINT Ship Atmospheric Capable Gravitic Drive System Impulse Drive
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<b>SENSOR DATA</b> Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

**HANGAR**  
0 Fighters  
1 Shuttle



	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Assault Disruptor
	Lt Photon Torpedo