



Klingon Torath Torpedo Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 15
In Service: 2364	Turn Delay: 2/3 Speed	Stb/Port Defense: 17
Point Value: 975	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 220	Pivot Cost: 3+3 Thrust	Extra Power: 0
Warp Delay: 5 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +1
Speed	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	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

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	

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	

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	

FORWARD HITS	
1-3:	Deflector Shield
4:	Mega Disruptor
5-7:	Hvy Photon Torpedo
8-9:	Photon Torpedo
10-12:	Light Disruptor
13-18:	Forward Structure
19-20:	PRIMARY Hit

SPECIAL NOTES	
Restricted Deployment (10%)	
Gravitic Drive System	
Impulse Drive	

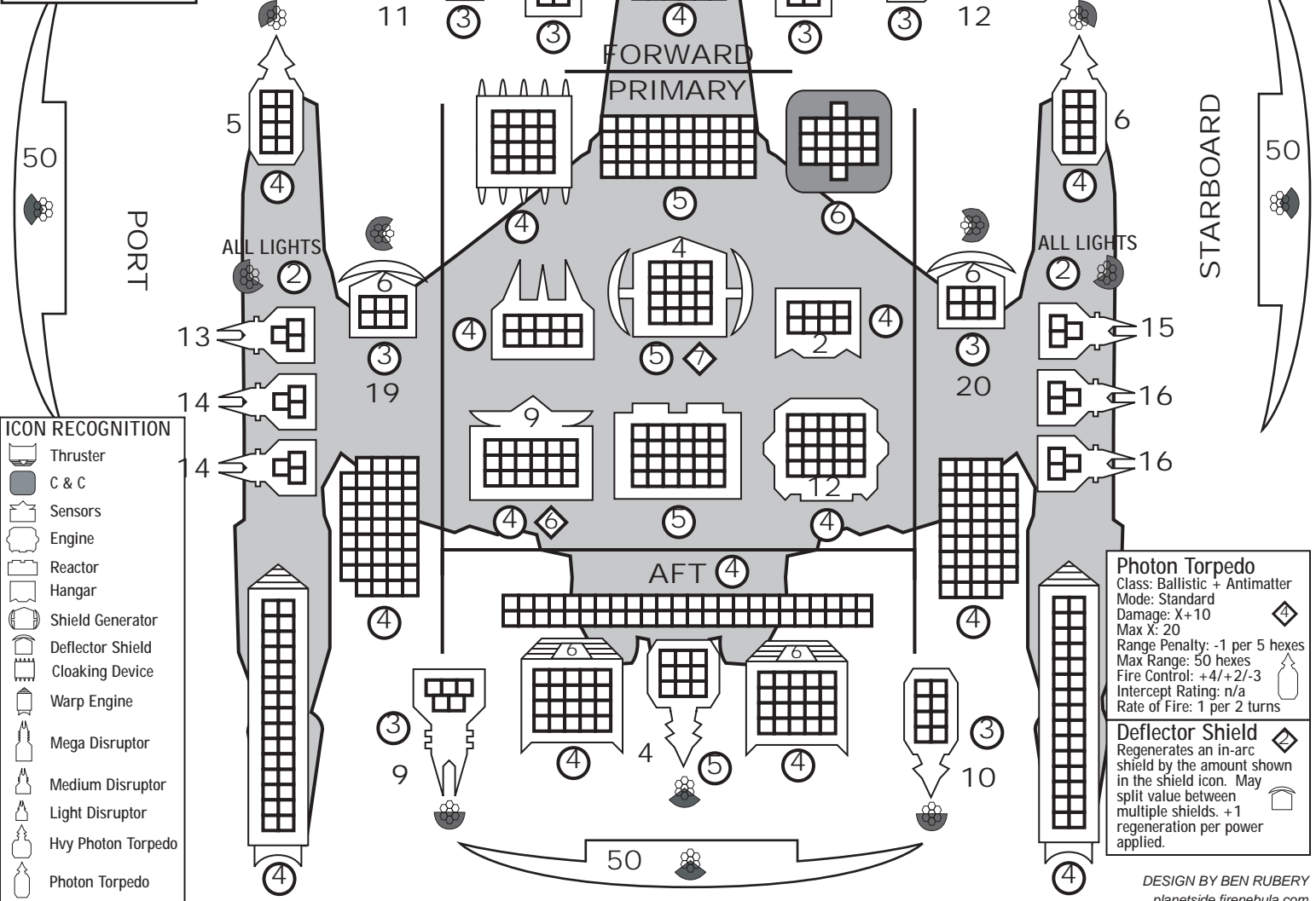
SIDE HITS	
1-2:	Deflector Shield
3-4:	Photon Torpedo
5-7:	Light Disruptor
8-11:	Warp Engine
12-18:	Port/Stb Structure
19-20:	PRIMARY Hit

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

AFT HITS	
1-5:	Main Thrust
6-7:	Hvy Photon Torpedo
8:	Medium Disruptor
9:	Photon Torpedo
10-18:	Aft Structure
19-20:	PRIMARY Hit

PRIMARY HITS	
1-7:	Primary Structure
8-9:	Shield Generator
10-11:	Cloaking Device
12:	Tractor Beam
13-14:	Sensors
15-16:	Hangar
17-18:	Engine
19:	Reactor
20:	C&C

HANGAR
0 Fighters
8 Shuttles



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Cloaking Device
	Warp Engine
	Mega Disruptor
	Medium Disruptor
	Light Disruptor
	Hvy Photon Torpedo
	Photon Torpedo

Photon Torpedo	
Class: Ballistic + Antimatter	
Mode: Standard	
Damage: X+10	
Max X: 20	
Range Penalty: -1 per 5 hexes	
Max Range: 50 hexes	
Fire Control: +4/+2/-3	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	

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.	