



Klingon Vod'leq Heavy Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 15
In Service: 2369	Turn Delay: 2/3 Speed	Stb/Port Defense: 16
Point Value: 900	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 230	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	
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	

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	

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	

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

SPECIAL NOTES	
Limited Deployment (33%)	
Gravitic Drive System	
Impulse Drive	

SIDE HITS	
1-2:	Deflector Shield
3-4:	Medium Disruptor
5-8:	Photon Torpedo
9-11:	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	

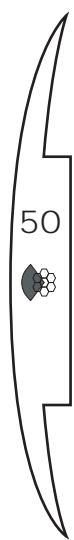
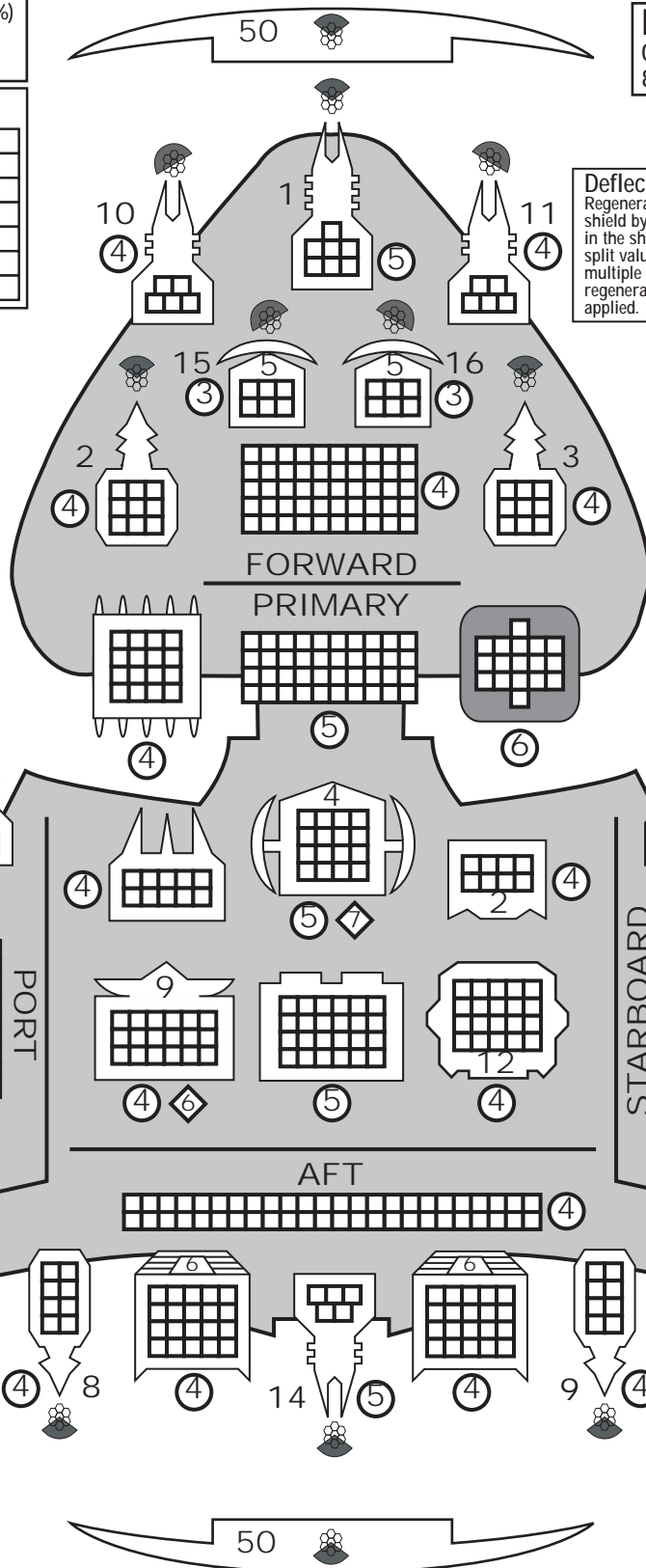
AFT HITS	
1-5:	Main Thrust
6-7:	Photon Torpedo
8-9:	Medium Disruptor
10-18:	Aft Structure
19-20:	PRIMARY Hit

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	

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.



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