

Klingon B'rel Birds of Prey (4)

SPECS	MANEUVERING	COMBAT STATS
Class: Lt. Combat Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 10
In Service: 2270	Turn Delay: 1/4 Speed	Stb/Port Defense: 12
Point Value: 300 each	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor: 30	Pivot Cost: 1 Thrust	Extra Power: +0
Warp Delay: 7 Turns	Roll Cost: 1 Thrust	Initiative Bonus: +14
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 2 3 3 3 3	
Turn Delay	1 1 1 1 2 2 2 2 3 3 3 3	

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	
Photon Torpedo	◆
Class: Ballistic + Antimatter	
Mode: Standard	
Damage: X+10	
Max X: 20	
Range Penalty: None	
Max Range: 50 hexes	
Fire Control: +4/+2/-3	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	

HIT LOCATIONS

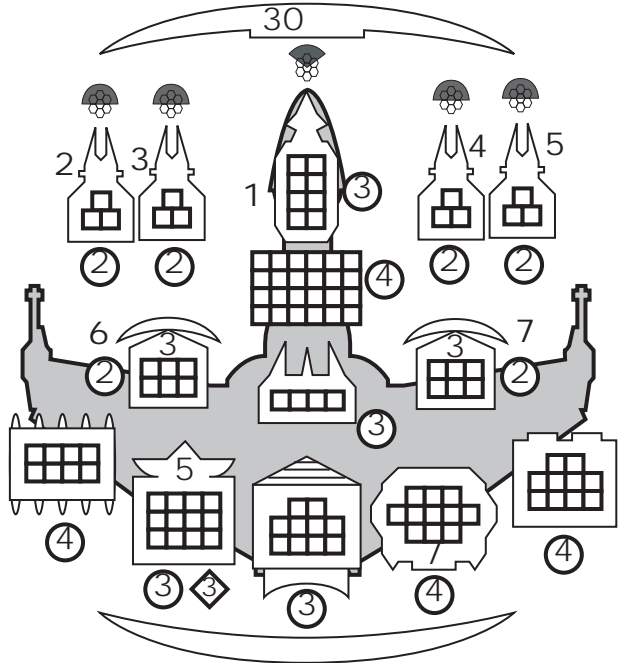
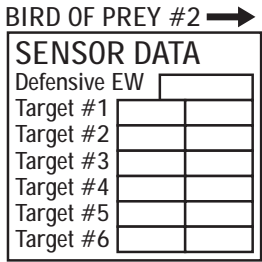
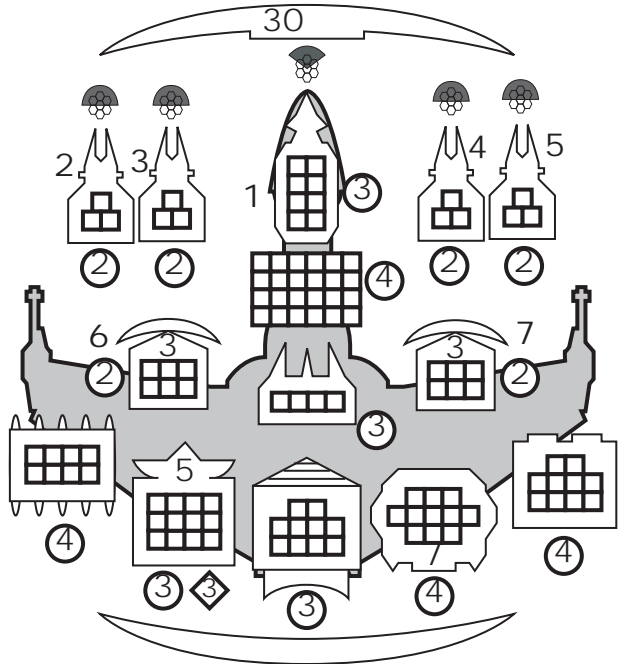
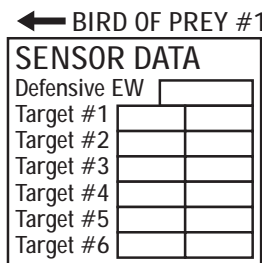
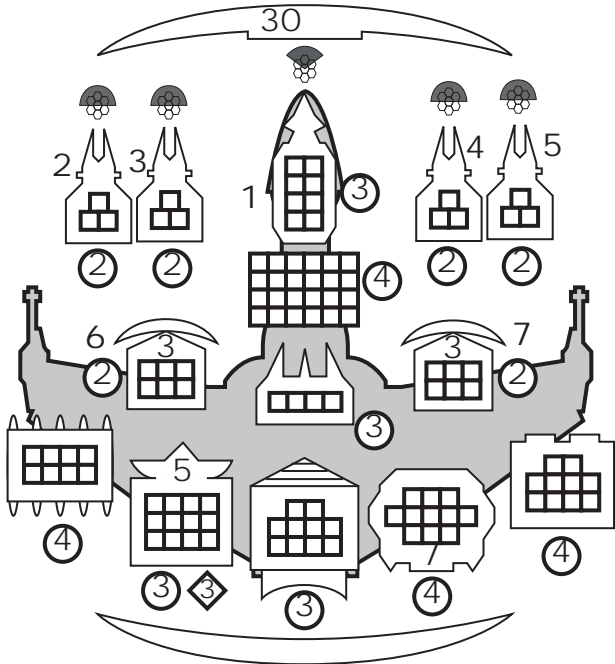
- 1-7: Structure
- 8-9: Warp Engine
- 10-11: Photon Torpedo
- 12-14: Light Disruptor
- 15: Tractor Beam
- 16-17: Drive
- 18: Reactor
- 19: Control
- 20: Deflector Shield

SPECIAL NOTES

- Agile Ship
- Atmospheric Capable
- Gravitic Drive System
- Impulse Drive

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.



ICON RECOGNITION

	Control		Reactor		Deflector Shield		Photon Torpedo
	Drive		Cloaking Device		Warp Engine		Light Disruptor