

# Klingon D6V Carrier

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2248	Turn Delay: 2/3 Speed	Stb/Port Defense: 14
Point Value: 315	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 4/1
Ramming Factor: 105	Pivot Cost: 3+3 Thrust	Extra Power: 0
Warp Delay: 12 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA	
<b>Photon Torpedo</b>	
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	

<b>Medium Disruptor</b>	
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	

<b>Light Disruptor</b>	
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:	Photon Torpedo
6-7:	Medium Disruptor
8-11:	Light Disruptor
12-18:	Forward Structure
19-20:	PRIMARY Hit

AFT HITS	
1-4:	Main Thrust
5-6:	Deflector Shield
7-9:	Hangar
10-12:	Warp Engine
13-18:	Aft Structure
19-20:	PRIMARY Hit

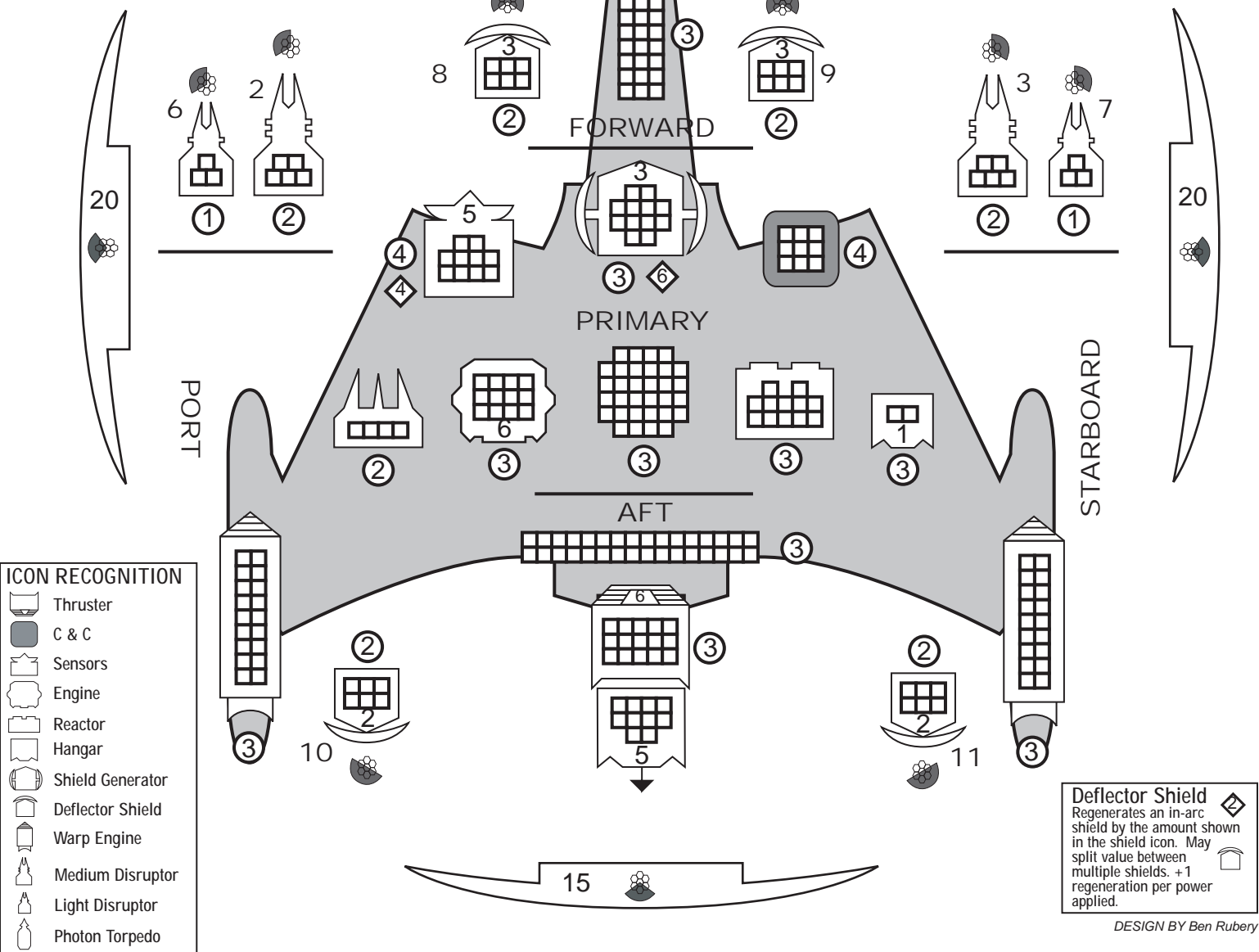
  

PRIMARY HITS	
1-8:	Primary Structure
9-10:	Shield Generator
11:	Tractor Beam
12-14:	Sensors
15-16:	Hangar
17-18:	Engine
19:	Reactor
20:	C&C

SPECIAL NOTES	
Antiquated Sensors	
Gravitic Drive System	
Impulse Drive	

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

**HANGAR**  
10 Fighters  
2 Shuttles



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

<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.	