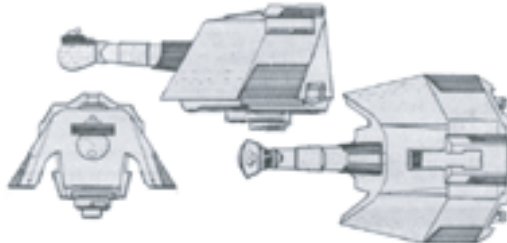




Klingon K'el ri'anda Battleship

SPECS	Class: Capital Ship	MANEUVERING	Turn Cost: 3/2 Speed	COMBAT STATS	Fwd/Aft Defense: 18							
	In Service: 2242		Turn Delay: 3/2 Speed		Stb/Port Defense: 18							
	Point Value: 475		Accel/Decel Cost: 4 Thrust		Engine Efficiency: 5/1							
	Ramming Factor: 180		Pivot Cost: 5+5 Thrust		Extra Power: 0							
	Warp Delay: 8 Turns		Roll Cost: 3+3 Thrust		Initiative Penalty: -2							
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	5	6	8	9	11	12	14	15	17	18
Turn Delay	2	3	5	6	8	9	11	12	14	15	17	18

WEAPON DATA	
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	
Assault Disruptor	◆
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	
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.	



FORWARD HITS

1-3: Deflector Shield
4-6: Assault Disruptor
7-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-3: Medium Disruptor
4-5: Assault Disruptor
6-9: Warp Engine
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-4: Main Thrust
5-6: Deflector Shield
7-9: Medium Disruptor
10-11: Assault Disruptor
12-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Limited Availability (33%)
Gravitic Drive System
Impulse Drive

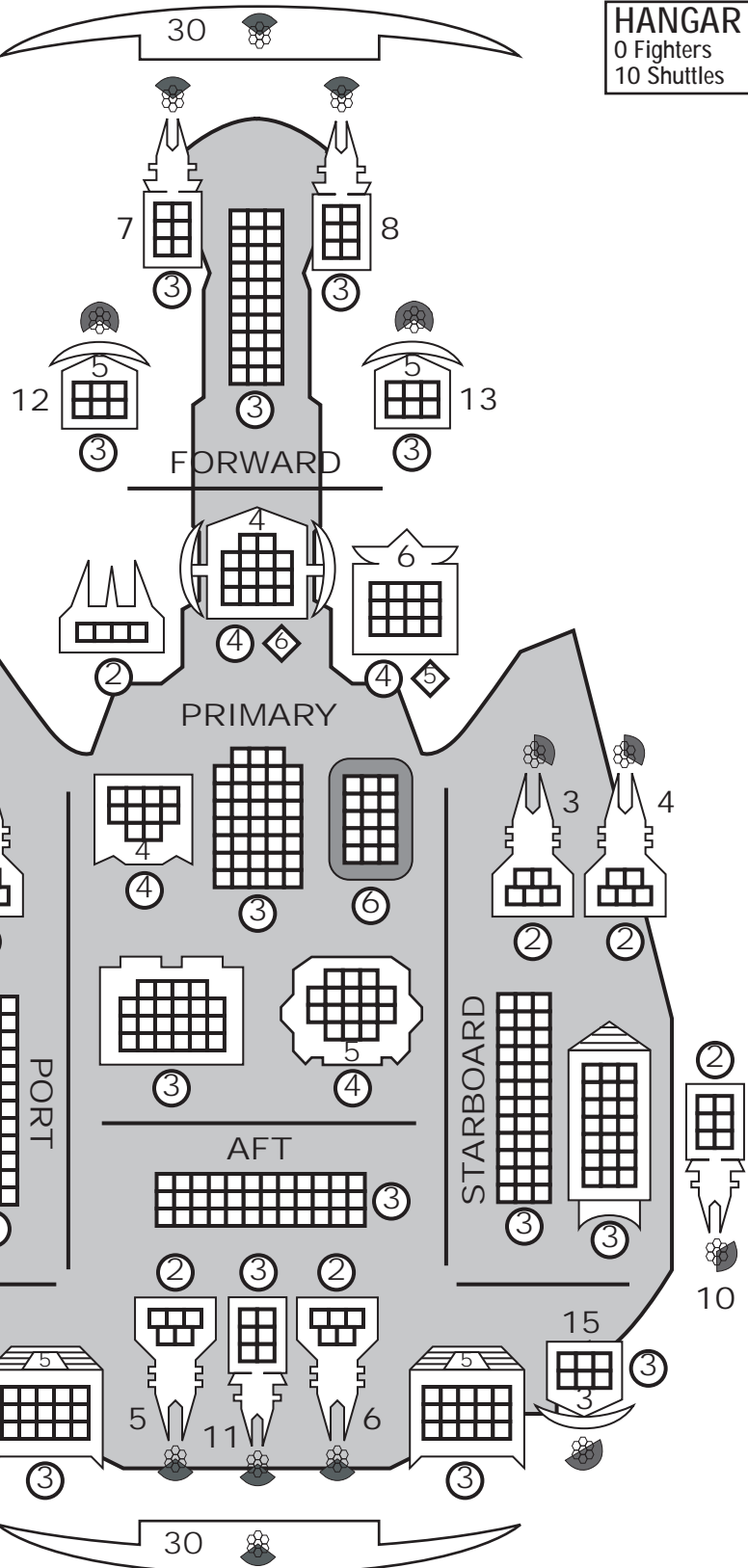
SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR

0 Fighters
10 Shuttles



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Medium Disruptor
- Assault Disruptor