

Klingon Kalath Gunboats (4)

SPECS	MANEUVERING	COMBAT STATS
Class: Lt. Combat Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 8
In Service: 2214	Turn Delay: 1/4 Speed	Stb/Port Defense: 11
Point Value: 100 each	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor: 20	Pivot Cost: 1 Thrust	Extra Power: +0
Warp Delay: 10 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	

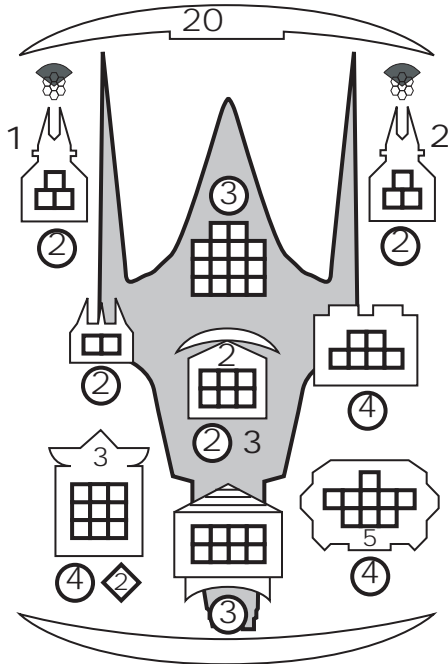
WEAPON DATA	
Light Disruptor	◆
Class: Molecular	
Mode: Standard	
Damage: 1d6+6	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
Deflector Shield	◇
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.	

HIT LOCATIONS

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

SPECIAL NOTES

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

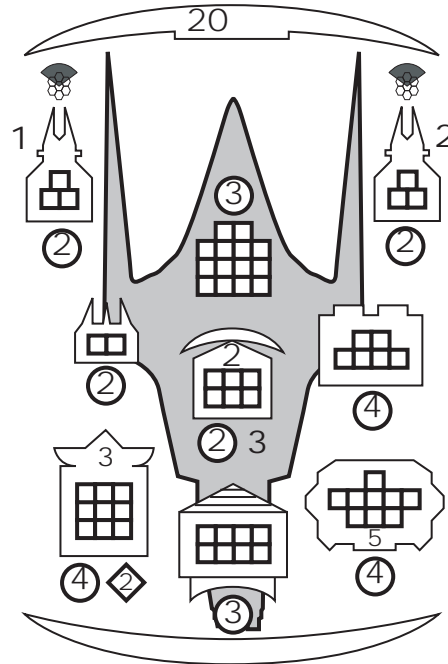


← GUNBOAT #1

SENSOR DATA

Defensive EW

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

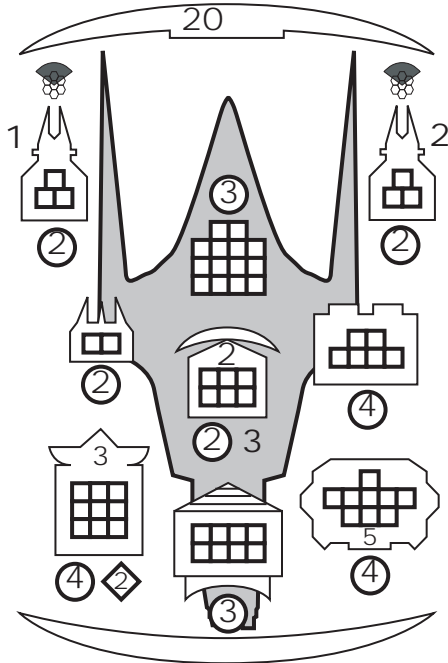


GUNBOAT #2 →

SENSOR DATA

Defensive EW

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

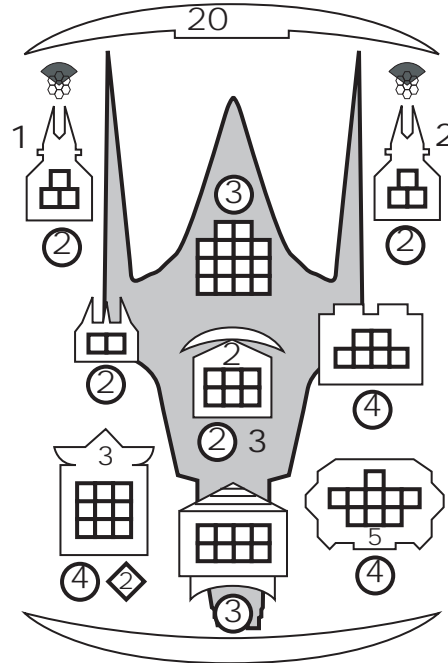


← GUNBOAT #3

SENSOR DATA

Defensive EW

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



ICON RECOGNITION

Control	Reactor	Deflector Shield
Drive	Warp Engine	Light Disruptor