



# Klingon K'Taal Battlecruiser

## SPECS

Class: Hvy Combat Vsl  
 In Service: 2148  
 Point Value: 400  
 Ramming Factor: 100  
 Warp Delay: 12 Turns

## MANEUVERING

Turn Cost: 2/3 Speed  
 Turn Delay: 2/3 Speed  
 Accel/Decel Cost: 3 Thrust  
 Pivot Cost: 3+3 Thrust  
 Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14  
 Stb/Port Defense: 14  
 Engine Efficiency: 5/1  
 Extra Power: 0  
 Initiative Bonus: +8

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

**Heavy Disruptor Cannon**  
 Class: Molecular  
 Mode: Standard  
 Damage: 2d10+12  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +5/+4/-2  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 4 turns

**Light Disruptor Cannon**  
 Class: Molecular  
 Mode: Standard  
 Damage: 1d10+2  
 Range Penalty: -2 per hex  
 Fire Control: +3/+2/+1  
 Intercept Rating: -1  
 Rate of Fire: 1 per turn

**Light Photon Torpedo**  
 Class: Ballistic + Antimatter  
 Mode: Standard  
 Damage: X+10  
 Max X: 10  
 Range Penalty: -1 per 4 hexes  
 Max Range: 35 hexes  
 Fire Control: +3/+2/+1  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 2 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**  
 1-4: Deflector Shield  
 5-6: Lt Photon Torpedo  
 7-9: Hvy Disruptor Cannon  
 10-11: Lt Disruptor Cannon  
 12-18: Forward Structure  
 19-20: PRIMARY Hit

**SPECIAL NOTES**  
 Restricted Deployment (10%)  
 Antiquated Sensors  
 Gravitic Drive System  
 Impulse Drive

**AFT HITS**  
 1-4: Impulse Thruster  
 5-6: Deflector Shield  
 7: Lt Photon Torpedo  
 8-9: Lt Disruptor Cannon  
 10-12: Warp Engine  
 13-18: Aft Structure  
 19-20: PRIMARY Hit

**SENSOR DATA**

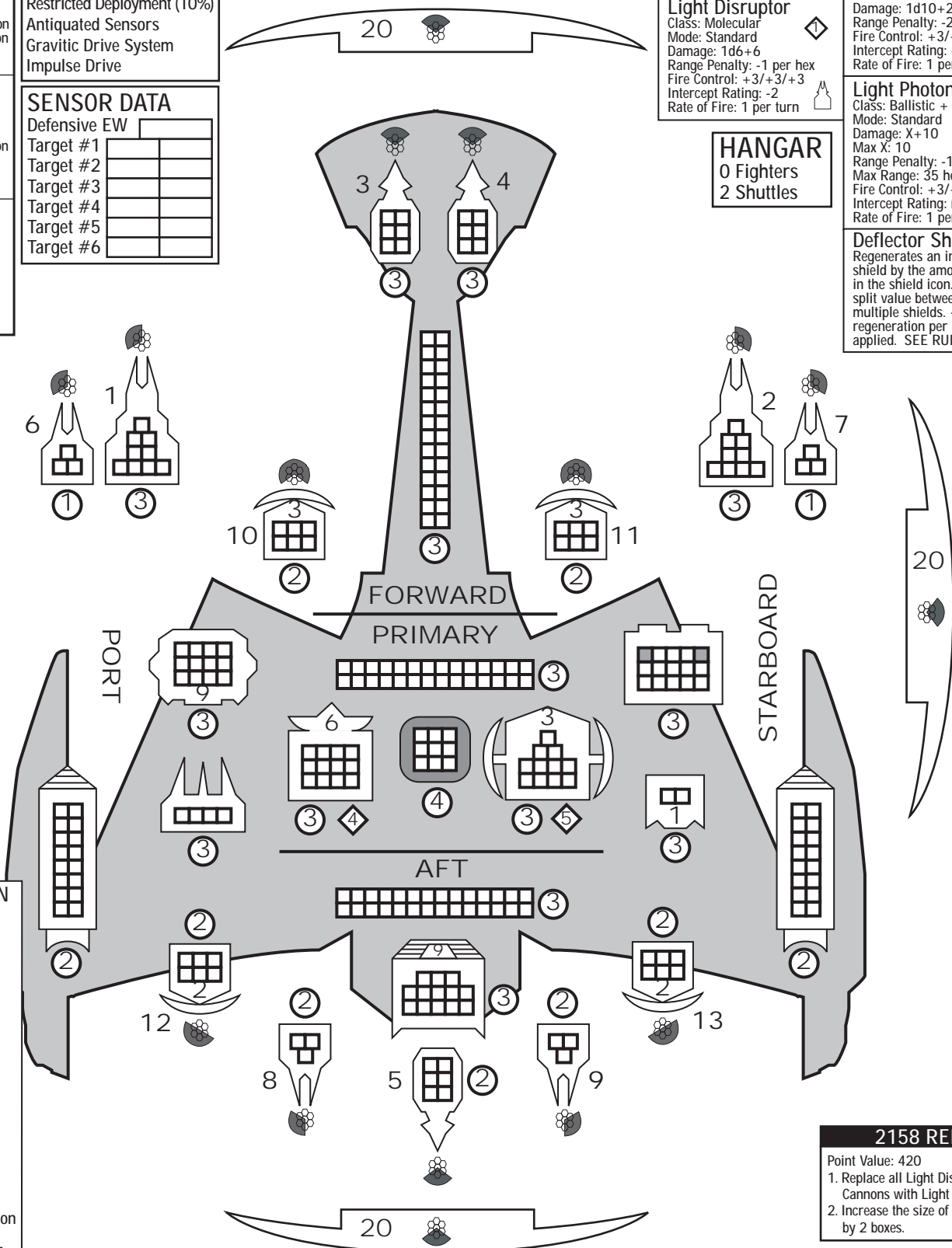
Defensive EW

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

**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

**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

**HANGAR**  
 0 Fighters  
 2 Shuttles



**ICON RECOGNITION**

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Heavy Disruptor Cannon
- Lt Disruptor Cannon
- Lt Photon Torpedo

**2158 REFIT**  
 Point Value: 420  
 1. Replace all Light Disruptor Cannons with Light Disruptors.  
 2. Increase the size of the Reactor by 2 boxes.