



Klingon Voodieh Heavy Cruiser

SPECS
 Class: Capital Ship
 In Service: 2384
 Point Value: 1450
 Ramming Factor: 280
 Warp Delay: 5 Turns

MANEUVERING
 Turn Cost: 4/3 Speed
 Turn Delay: 4/3 Speed
 Accel/Decel Cost: 4 Thrust
 Pivot Cost: 3+3 Thrust
 Roll Cost: 3+3 Thrust

COMBAT STATS
 Fwd/Aft Defense: 18
 Stb/Port Defense: 18
 Engine Efficiency: 5/1
 Extra Power: 0
 Initiative Bonus: +0

WEAPON DATA
Mega Disruptor
 Class: Molecular
 Mode: Piercing
 Damage: 3d10+36
 Range Penalty: -1 per 3 hexes
 Fire Control: +5/+1/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 4 turns

Heavy Disruptor
 Class: Molecular
 Mode: R, P
 Damage: 2d10+22
 Range Penalty: -1 per 3 hexes
 Fire Control: +4/+2/-2
 Intercept Rating: -1
 Rate of Fire: 1 per 3 turns

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

Hvy Photon Torpedo (Imp)
 Class: Ballistic + Antimatter
 Mode: Standard
 Damage: X+20
 Max X: 20
 Range Penalty: -1 per 6 hexes
 Max Range: 55 hexes
 Fire Control: +4/+3/+2
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	2	3	4	6	7	8	10	11	12	14	15	16
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

FORWARD HITS
 1-3: Deflector Shield
 4-5: Mega Disruptor
 6-7: Hvy Photon Torpedo
 8-10: Medium Disruptor
 11-18: Forward Structure
 19-20: PRIMARY Hit

SPECIAL NOTES
 Gravitic Drive System
 Impulse Drive

SENSOR DATA

Defensive EW

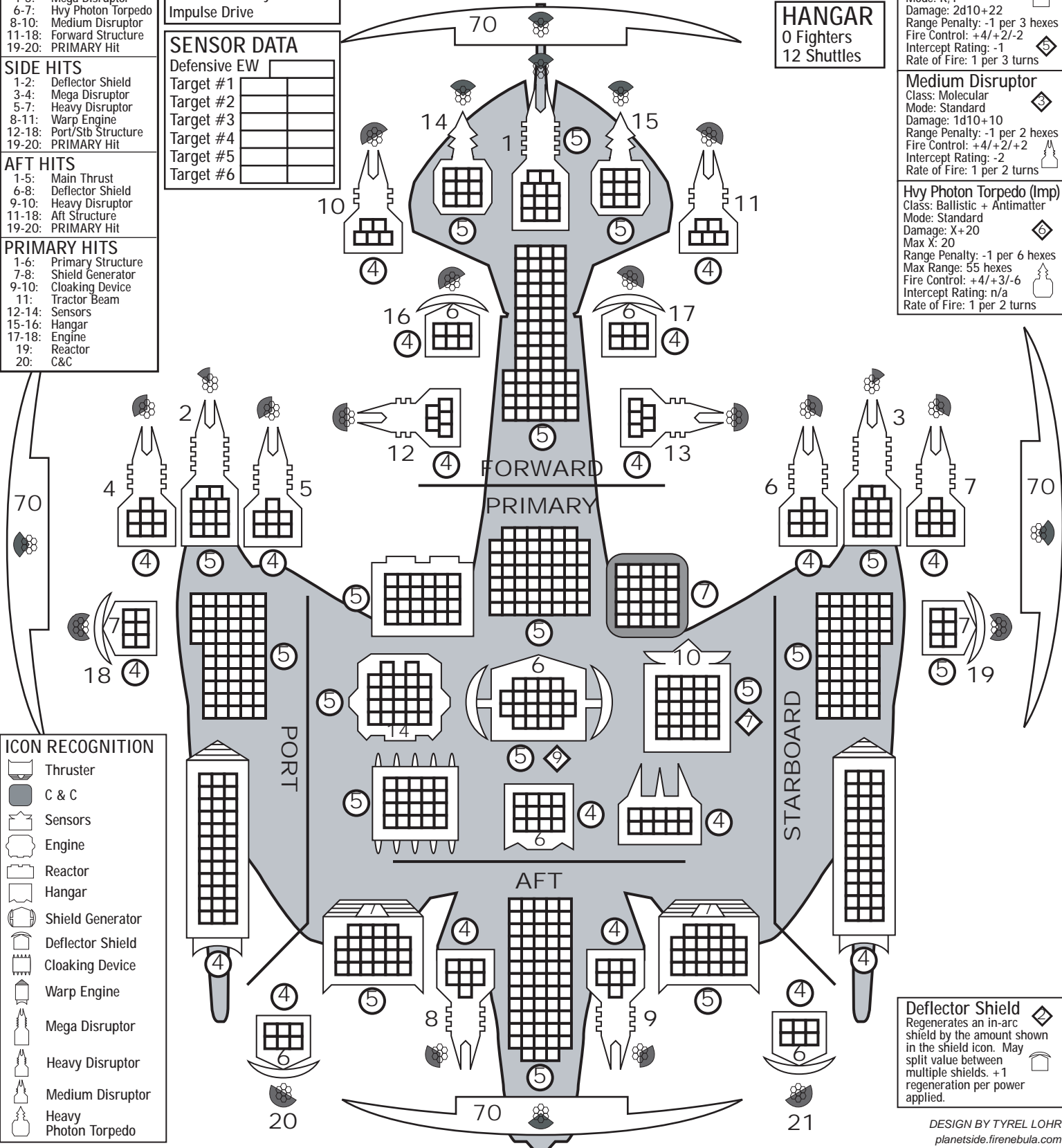
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SIDE HITS
 1-2: Deflector Shield
 3-4: Mega Disruptor
 5-7: Heavy Disruptor
 8-11: Warp Engine
 12-18: Port/Stb Structure
 19-20: PRIMARY Hit

AFT HITS
 1-5: Main Thrust
 6-8: Deflector Shield
 9-10: Heavy Disruptor
 11-18: Aft Structure
 19-20: PRIMARY Hit

PRIMARY HITS
 1-6: Primary Structure
 7-8: Shield Generator
 9-10: Cloaking Device
 11: Tractor Beam
 12-14: Sensors
 15-16: Hangar
 17-18: Engine
 19: Reactor
 20: C&C

HANGAR
 0 Fighters
 12 Shuttles



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Cloaking Device
- Warp Engine
- Mega Disruptor
- Heavy Disruptor
- Medium Disruptor
- Heavy Photon Torpedo

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.