



Klingon K'mpec Heavy Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 15
In Service: 2376	Turn Delay: 2/3 Speed	Stb/Port Defense: 17
Point Value: 1050	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 250	Pivot Cost: 3+3 Thrust	Extra Power: 0
Warp Delay: 5 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +1
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

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	

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.	

FORWARD HITS	
1-3: Deflector Shield	
4: Mega Disruptor	
5-8: Hvy Photon Torpedo	
9-11: Heavy Disruptor	
12-18: Forward Structure	
19-20: PRIMARY Hit	

SPECIAL NOTES	
Limited Deployment (33%)	
Gravitic Drive System	
Impulse Drive	

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

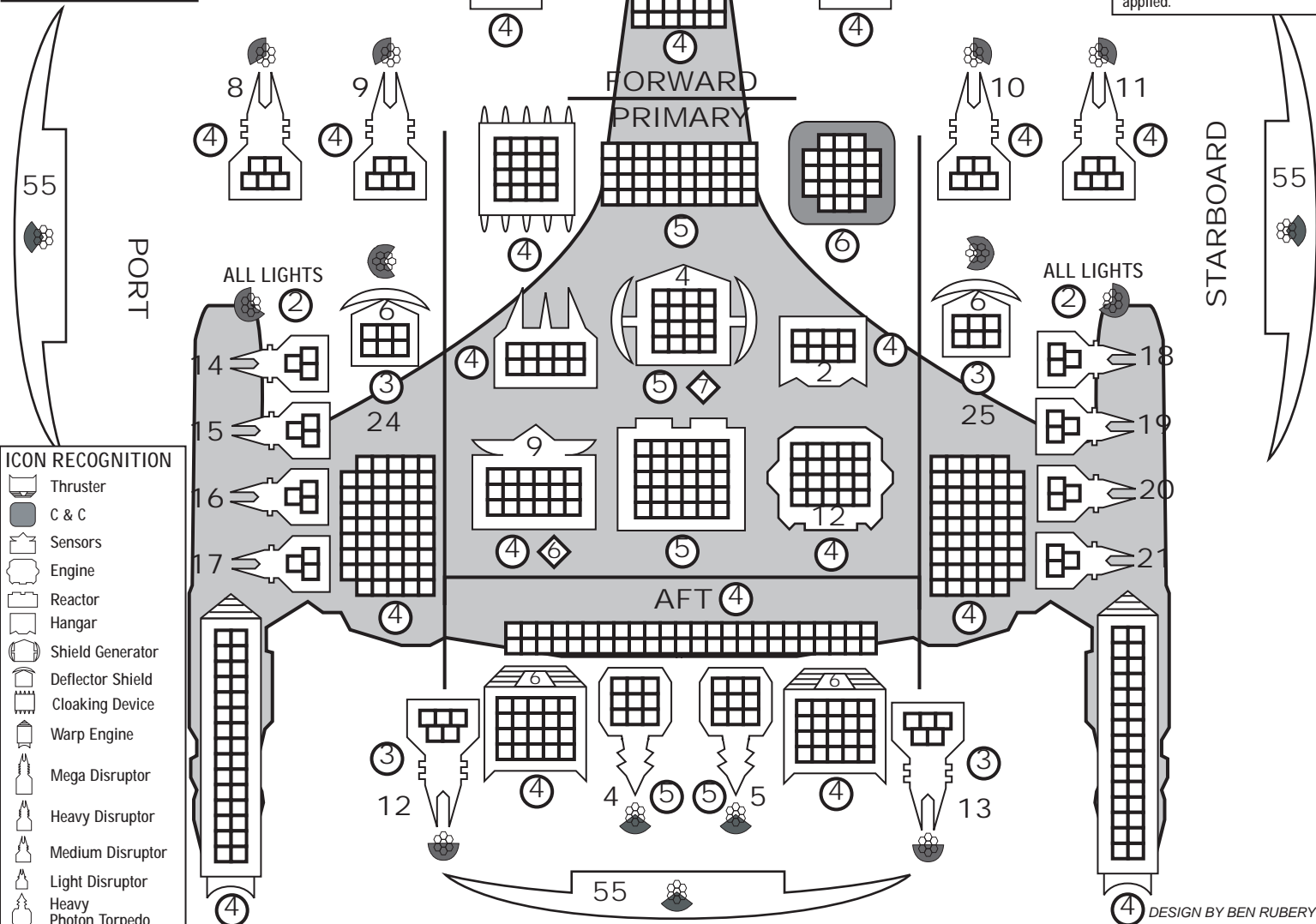
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

AFT HITS	
1-5: Main Thrust	
6-7: Hvy Photon Torpedo	
8-9: Medium Disruptor	
10-18: Aft Structure	
19-20: PRIMARY Hit	

PRIMARY HITS	
1-7: Primary Structure	
8-9: Shield Generator	
10-11: Cloaking Device	
12: Tractor Beam	
13-14: Sensors	
15-16: Hangar	
17-18: Engine	
19: Reactor	
20: C&C	

HANGAR	
0 Fighters	
8 Shuttles	

Heavy Photon Torpedo	
Class: Ballistic + Antimatter	
Mode: Standard	
Damage: X+20	
Max X: 20	
Range Penalty: None	
Max Range: 50 hexes	
Fire Control: +4/+3/-6	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	



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