



# Klingon Kronos One Command Cruiser

SPECS	MANEUVERING	COMBAT STATS										
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14										
In Service: 2278	Turn Delay: 2/3 Speed	Stb/Port Defense: 14										
Point Value: 550	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 4/1										
Ramming Factor: 110	Pivot Cost: 3+3 Thrust	Extra Power: 0										
Warp Delay: 7 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +9										
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

<b>Heavy Photon Torpedo</b>	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

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

- ### SPECIAL NOTES
- Unique Ship
  - Gravitic Drive System
  - Impulse Drive

- ### AFT HITS
- 1-4: Main Thrust
  - 5-6: Deflector Shield
  - 7: Hvy Photon Torpedo
  - 8-9: Medium Disruptor
  - 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
- 1-6: Primary Structure
  - 7-8: Cloaking Device
  - 9-10: Shield Generator
  - 11: Tractor Beam
  - 12-14: Sensors
  - 15-16: Hangar
  - 17-18: Engine
  - 19: Reactor
  - 20: C&C

### HANGAR

0 Fighters  
4 Shuttles

<b>Photon Torpedo</b>	Class: Ballistic + Antimatter
Mode: Standard	Damage: X+10
Max X: 20	Range Penalty: None
Max Range: 50 hexes	Fire Control: +4/+2/-3
Intercept Rating: n/a	Rate of Fire: 1 per 2 turns

<b>Medium Disruptor</b>	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

<b>Light Disruptor</b>	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

