



Klingon Mortum Hesta Strike Frigate

SPECS Class: Medium Ship In Service: 2268 Point Value: 300 Ramming Factor: 80 Warp Delay: 7 Turns	MANEUVERING Turn Cost: 2/3 Speed Turn Delay: 1/3 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 1+1 Thrust Roll Cost: 2+2 Thrust	COMBAT STATS Fwd/Aft Defense: 12 Stb/Port Defense: 15 Engine Efficiency: 2/1 Extra Power: 0 Initiative Bonus: +14
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 1 1 2 2 2 3 3 3 4 4 4	

WEAPON DATA Photon Torpedo Class: Ballistic + Antimatter Mode: Standard Damage: X+10 Max X: 20 Range Penalty: -1 per 5 hexes Max Range: 50 hexes Fire Control: +4/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 2 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
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Assault Disruptor Class: Molecular Mode: Standard Damage: 2d10+8 Range Penalty: -1 per hex Fire Control: +5/+3/+0 Intercept Rating: -1 Rate of Fire: 1 per 3 turns
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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.

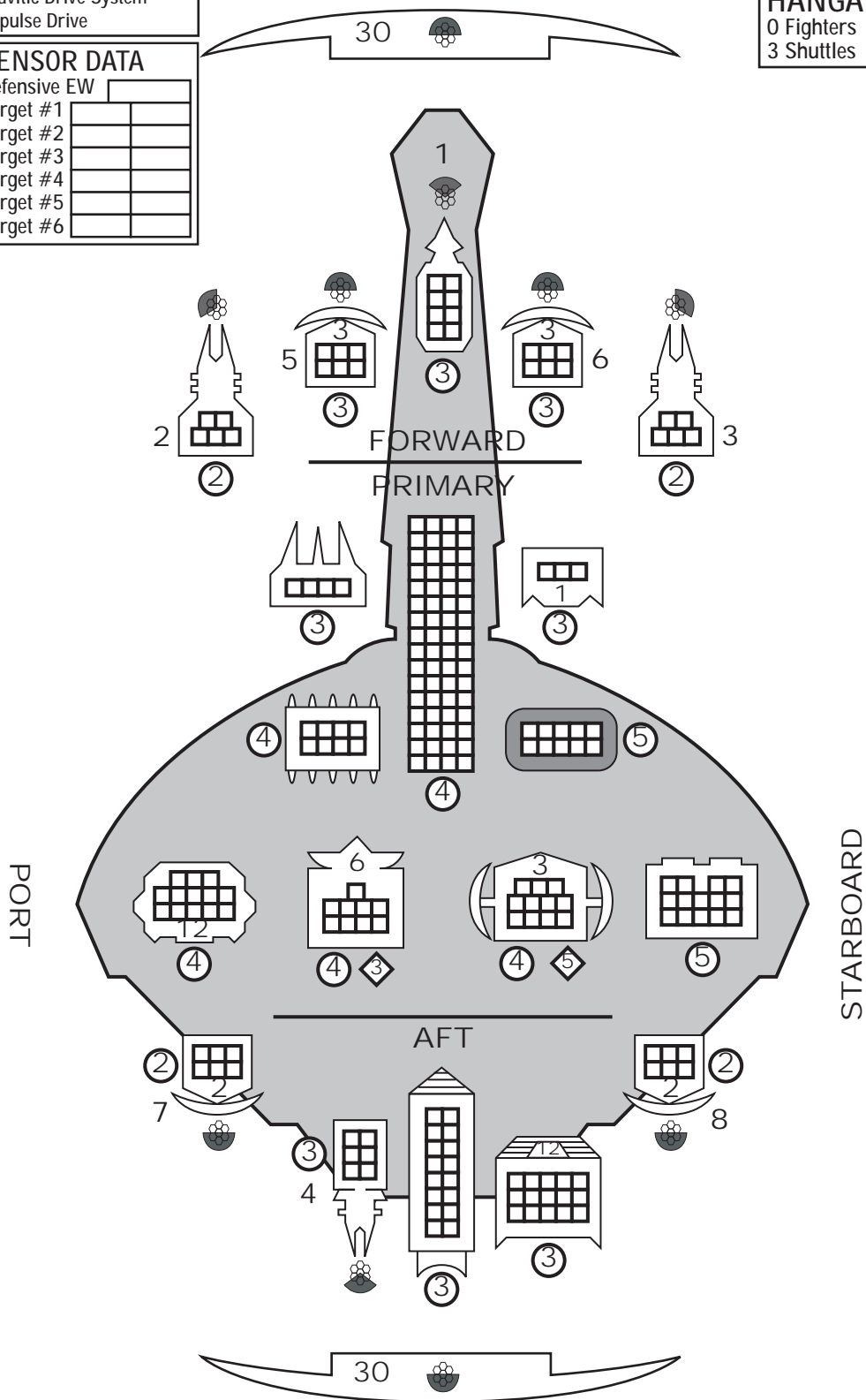
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FORWARD HITS 1-3: Deflector Shield 4-5: Photon Torpedo 6-8: Medium Disruptor 9-17: Structure 18-20: PRIMARY Hit
AFT HITS 1-4: Impulse Thruster 5-6: Deflector Shield 7: Assault Disruptor 8-10: Warp Engine 11-17: Structure 18-20: PRIMARY Hit
PRIMARY HITS 1-4: Shield Generator 5-7: Cloaking Device 8-9: Tractor Beam 10-12: Sensors 13-14: Hangar 15-17: Engine 18-19: Reactor 20: C&C

SPECIAL NOTES Gravitic Drive System Impulse Drive
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SENSOR DATA Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR
0 Fighters
3 Shuttles



	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Cloaking Device
	Warp Engine
	Photon Torpedo
	Medium Disruptor
	Assault Disruptor