

# Klingon SuQ' Jagh Armored Assault Cruiser

<b>SPECS</b> Class: Capital Ship In Service: 2374 Point Value: 825 Ramming Factor: 190 Warp Delay: 5 Turns	<b>MANEUVERING</b> 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	<b>COMBAT STATS</b> Fwd/Aft Defense: 14 Stb/Port Defense: 15 Engine Efficiency: 4/1 Extra Power: 0 Initiative Bonus: +1
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	

<b>WEAPON DATA</b> <b>Heavy Disruptor</b> 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	
<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>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	
<b>Deflector Shield</b> 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.	

**HANGAR**  
0 Fighters  
4 Shuttles  
8 Breaching Pods

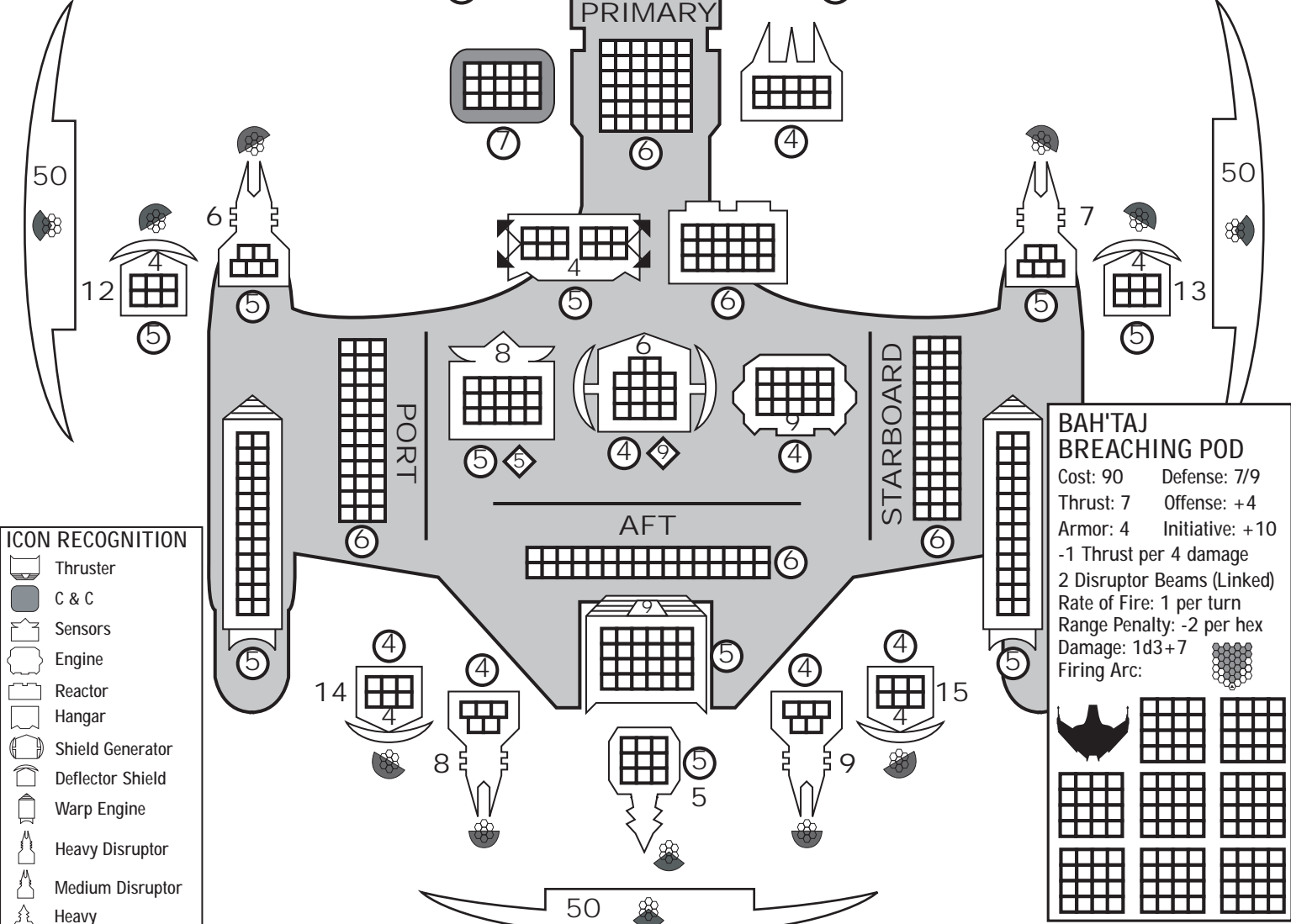
<b>FORWARD HITS</b> 1-3: Deflector Shield 4-5: Hvy Photon Torpedo 6-8: Heavy Disruptor 9-18: Forward Structure 19-20: PRIMARY HIT
<b>SIDE HITS</b> 1-2: Deflector Shield 3-4: Medium Disruptor 5-8: Warp Engine 9-18: Port/Stb Structure 19-20: PRIMARY HIT
<b>AFT HITS</b> 1-5: Impulse Thruster 6-7: Hvy Photon Torpedo 8-10: Medium Disruptor 11-18: Aft Structure 19-20: PRIMARY HIT
<b>PRIMARY HITS</b> 1-6: Primary Structure 7: Tractor Beam 8-10: Shield Generator 11-12: Sensors 13-15: Hangar 16-17: Engine 18-19: Reactor 20: C&C

**SPECIAL NOTES**  
Combat Transporters (+1)  
8 Marine Contingents  
Gravitic Drive System  
Impulse Drive

**SENSOR DATA**

Defensive EW

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



**ICON RECOGNITION**

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

**BAH'TAJ BREACHING POD**  
Cost: 90 Defense: 7/9  
Thrust: 7 Offense: +4  
Armor: 4 Initiative: +10  
-1 Thrust per 4 damage  
2 Disruptor Beams (Linked)  
Rate of Fire: 1 per turn  
Range Penalty: -2 per hex  
Damage: 1d3+7  
Firing Arc: