



Klingon Vor'Cha Attack Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 15
In Service: 2347	Turn Delay: 2/3 Speed	Stb/Port Defense: 17
Point Value: 875	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 220	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	

FORWARD HITS
1-3: Deflector Shield
4: Mega Disruptor
5-7: Hvy Photon Torpedo
8-9: Medium Disruptor
10-11: Light Disruptor
12-18: 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

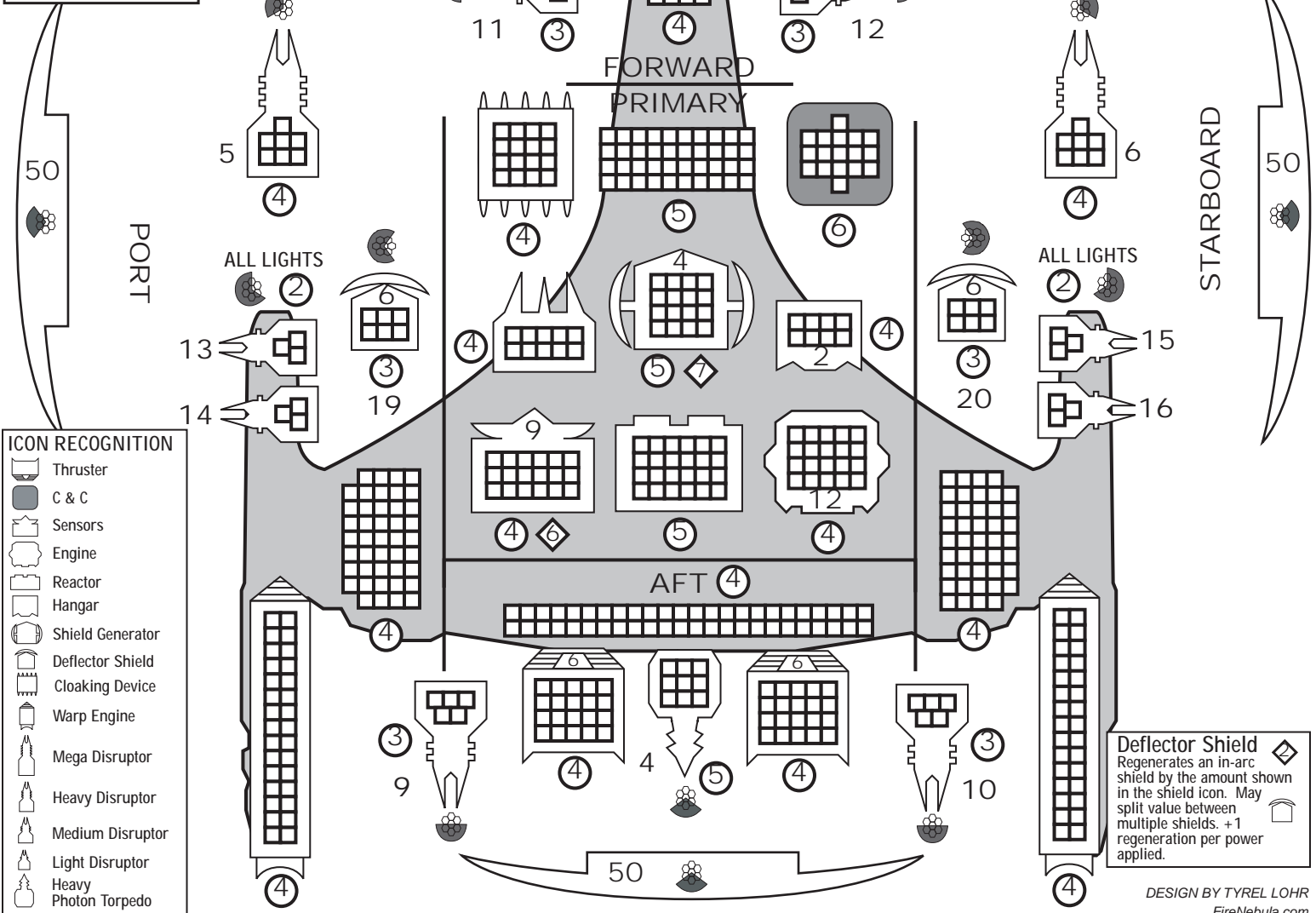
SIDE HITS
1-2: Deflector Shield
3-4: Heavy Disruptor
5-7: Light Disruptor
8-11: Warp Engine
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS
1-5: Main Thrust
6-7: 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: -1 per 6 hexes
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

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.