



Klingon Z'gal Scout Cruiser

SPECS Class: Hvy Combat Vsl In Service: 2256 Point Value: 525 Ramming Factor: 110 Warp Delay: 7 Turns	MANEUVERING Turn Cost: 1 x Speed Turn Delay: 2/3 Speed Accel/Decel Cost: 3 Thrust Pivot Cost: 3+3 Thrust Roll Cost: 2+2 Thrust	COMBAT STATS Fwd/Aft Defense: 13 Stb/Port Defense: 15 Engine Efficiency: 4/1 Extra Power: 0 Initiative Bonus: +8
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 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
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
Light Disruptor Class: Molecular Mode: Standard Damage: 1d6+6 Range Penalty: -1 per hex Fire Control: +5/+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. SEE RULES.



FORWARD HITS

1-4: Deflector Shield
5-6: Assault Disruptor
7-9: Medium Disruptor
10-18: Forward Structure
19-20: PRIMARY Hit

SPECIAL NOTES
ELINT Ship
Limited Availability (33%)
Gravitic Drive System
Impulse Drive

AFT HITS

1-4: Impulse Thruster
5-7: Deflector Shield
8-10: Light Disruptor
11-18: Aft Structure
19-20: PRIMARY Hit

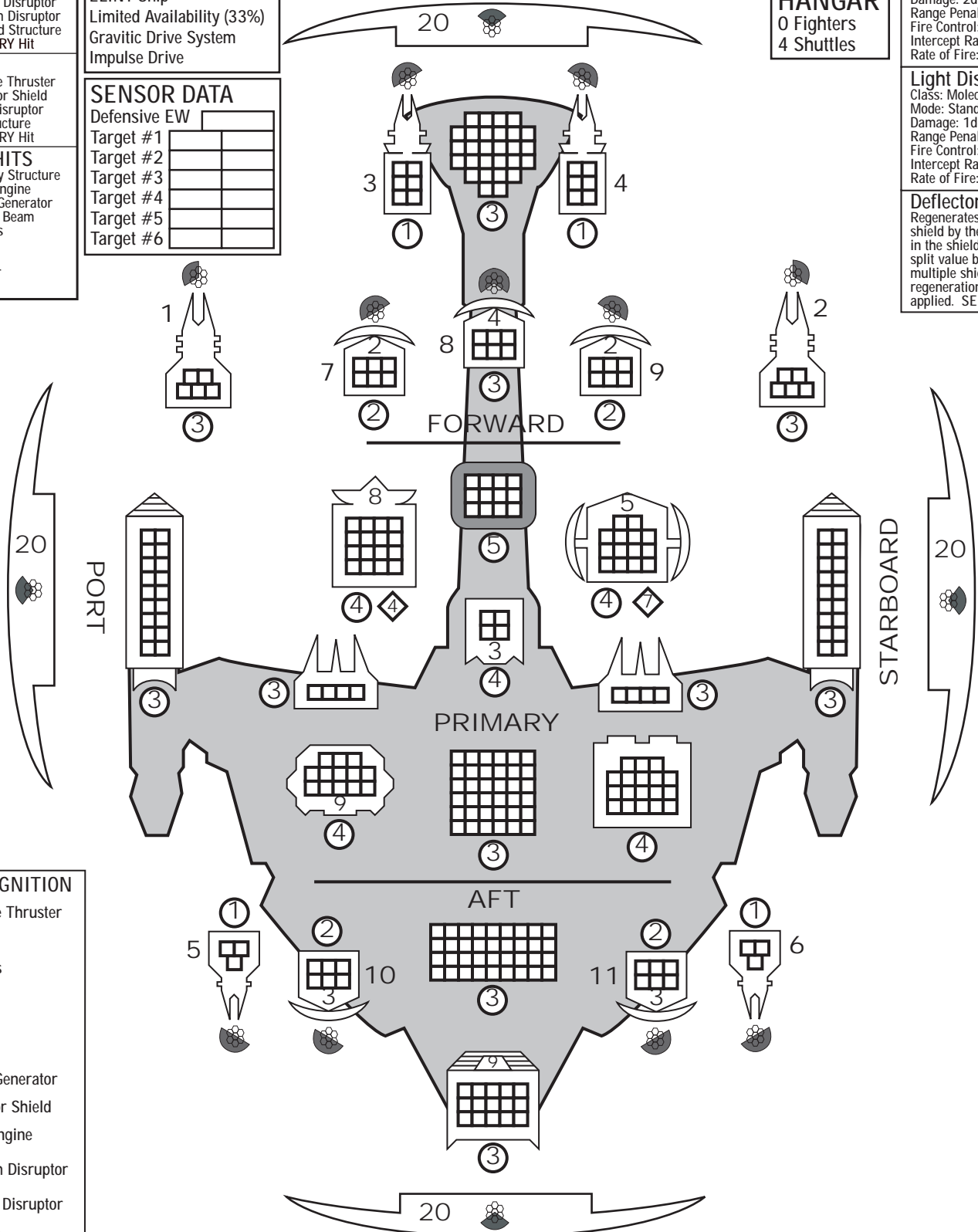
SENSOR DATA
Defensive EW

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

PRIMARY HITS

1-6: Primary Structure
7-10: Warp Engine
11-12: Shield Generator
13: Tractor Beam
14-15: Sensors
16: Hangar
17-18: Engine
19: Reactor
20: C&C

HANGAR
0 Fighters
4 Shuttles



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Medium Disruptor
- Assault Disruptor
- Light Disruptor