

Klingon Freighter

SPECS

Class: Lt Combat Vsl
In Service: 2293
Point Value: 100
Ramming Factor: 45
Warp Delay: 10 turns

MANEUVERING

Turn Cost: 1/2 x Speed
Turn Delay: 1/2 x Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2
Roll Cost: 2

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 12
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +8

WEAPON DATA

Light Disruptor

Class: Molecular
Mode: Standard
Damage: 1d6+6
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -1
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.

HIT LOCATIONS

1-6: Structure
7-10: Cargo
11: Deflector Shield
12-13: Warp Engine
14-15: Light Disruptor
16: Cloaking Device
17: Drive
18: Reactor
19: Control
20: Shield Generator

SENSOR DATA

Defensive EW

Target #1

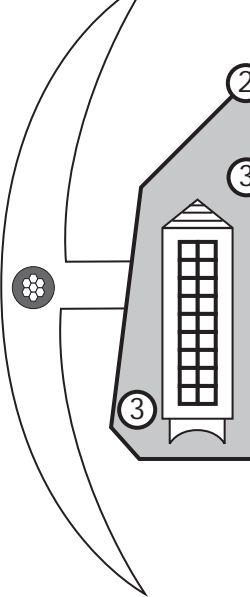
Target #2

Target #3

Target #4

Target #5

Target #6



SENSOR DATA

Defensive EW

Target #1

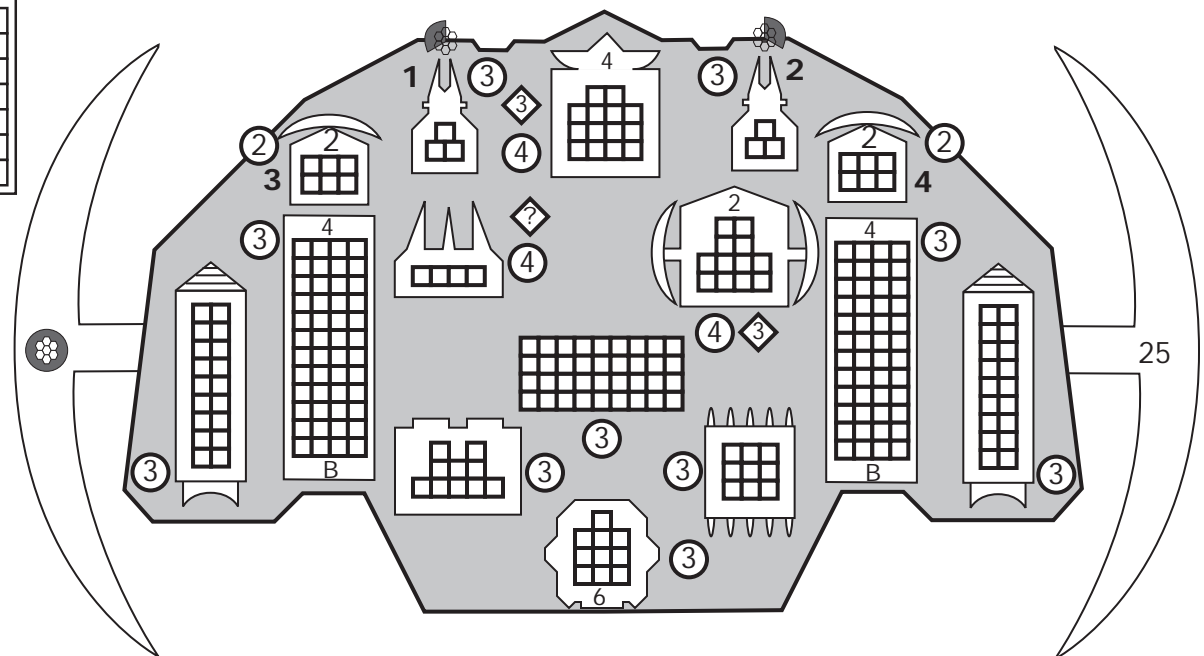
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Control
- Drive
- Reactor
- Warp Engine
- Shield Generator
- Tractor Beam
- Cloaking Device
- Deflector Shield
- Cargo
- Light Disruptor