



Klingon K'T'Leth Heavy Bird of Prey

SPECS

Class: Capital Ship
In Service: 2377
Point Value: 725
Ramming Factor: 190
Warp Delay: 5 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 2/1
Extra Power: +5
Initiative Bonus: +2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	2	2	3	3	4	4	5	5	6	6
Turn Delay	1	1	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Spinal Photon Torpedo
Class: Ballistic + Antimatter
Mode: Standard
Damage: X+40
Max X: 20
Range Penalty: -1 per 6 hexes
Max Range: 65 hexes
Fire Control: +6/+2/-
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Threshold Disruptor

Class: Molecular
Mode: Standard
Damage: 1d10+12
Range Penalty: -1 per 2 hexes
Fire Control: +4/+3/+0
Intercept Rating: -2
Rate of Fire: 1 per 2 turns
Special: Can fire every turn if an extra 3 power is applied.

Light Disruptor (Imp.)

Class: Molecular
Mode: Standard
Damage: 1d6+8
Range Penalty: -1 per hex
Fire Control: +4/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

FORWARD HITS

1-3: Deflector Shield
4-7: Spinal Photon Torp
8-17: Forward Structure
18-20: PRIMARY Hit

SIDE HITS

1-3: Deflector Shield
4-7: Medium Disruptor
8-9: Docking Port
10-17: Port/Stb Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-5: Primary Structure
6-7: Warp Engine
8-10: Impulse Thruster
11: Shield Generator
12: Cloaking Device
13: Tractor Beam
14-15: Sensors
16: Hangar
17-18: Engine
19: Reactor
20: C&C

SPECIAL NOTES

Limited Deployment (33%)
Special Hull Configuration
(No Aft Hits)
Atmospheric Capable
Gravitic Drive System
Impulse Drive

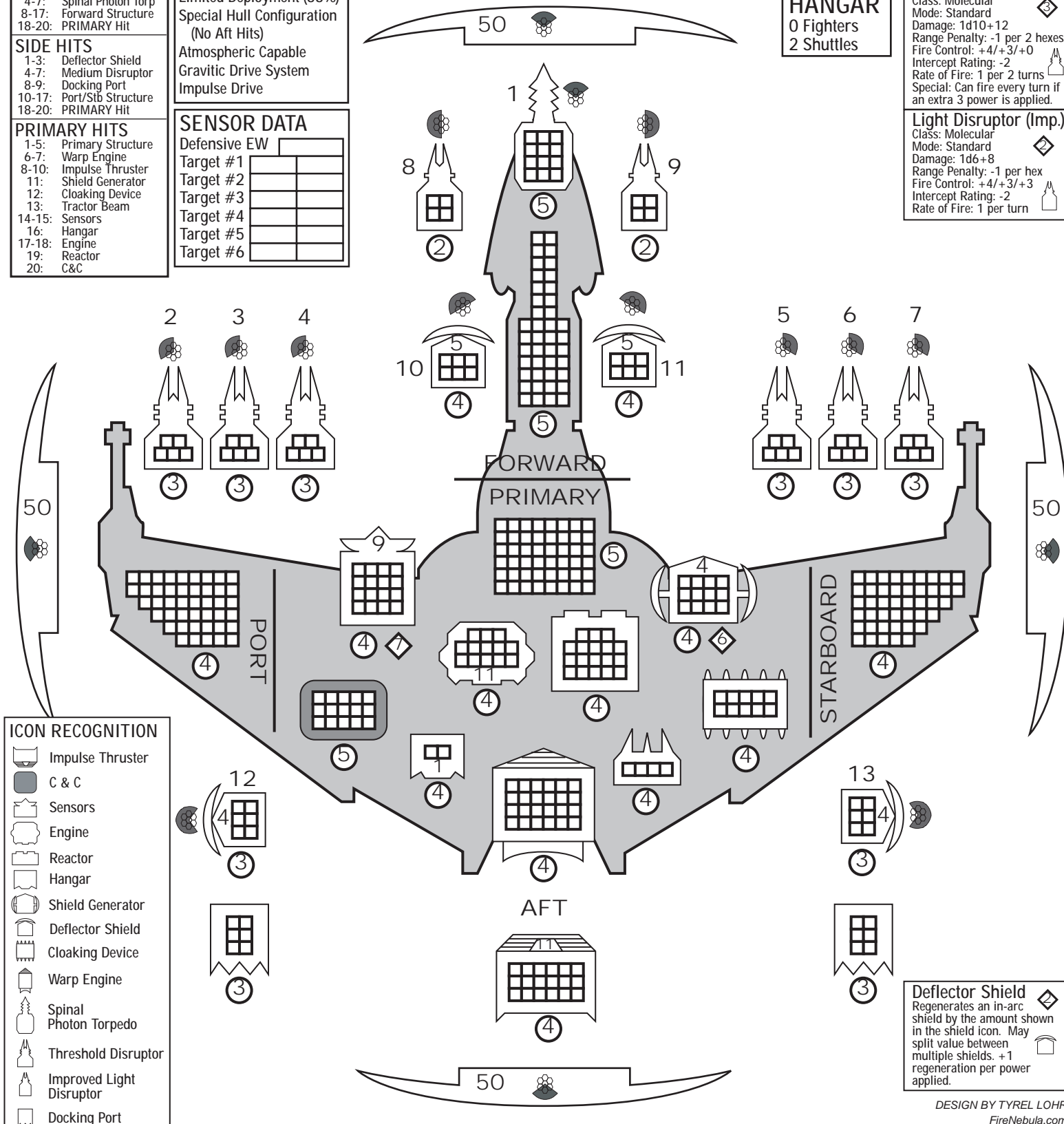
SENSOR DATA

Defensive EW

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

HANGAR

0 Fighters
2 Shuttles



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Cloaking Device
- Warp Engine
- Spinal Photon Torpedo
- Threshold Disruptor
- Improved Light Disruptor
- Docking Port

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.