



# Klingon K'Shen Dreadnought

## SPECS

Class: Capital Ship  
In Service: 2298  
Point Value: 725  
Ramming Factor: 220  
Warp Delay: 8 Turns

## MANEUVERING

Turn Cost: 4/3 Speed  
Turn Delay: 4/3 Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 17  
Engine Efficiency: 5/1  
Extra Power: 0  
Initiative Bonus: +2

## WEAPON DATA

**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

## Photon Torpedo

Class: Ballistic + Antimatter  
Mode: Standard  
Damage: X+10  
Max X: 20  
Range Penalty: -1 per 5 hexes  
Max Range: 50 hexes  
Fire Control: +4/+2/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

## Medium Disruptor

Class: Molecular  
Mode: Standard  
Damage: 1d10+10  
Range Penalty: -1 per 2 hexes  
Max Range: 50 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  
Max Range: 50 hexes  
Fire Control: +3/+3/+3  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## FORWARD HITS

1-3: Deflector Shield  
4: Heavy Disruptor  
5-8: Hvy Photon Torpedo  
9-10: Light Disruptor  
11-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-7: Medium Disruptor  
8-11: Warp Engine  
12-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-4: Main Thrust  
5-6: Deflector Shield  
7: Photon Torpedo  
8: Medium Disruptor  
9: Tractor Beam  
10: Hangar  
11-12: Warp Engine  
13-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-10: Primary Structure  
11-12: Shield Generator  
13-15: Sensors  
16-17: Engine  
18-19: Reactor  
20: C&C

## SPECIAL NOTES

Limited Availability (33%)  
Gravitic Drive System  
Impulse Drive

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## HANGAR

0 Fighters

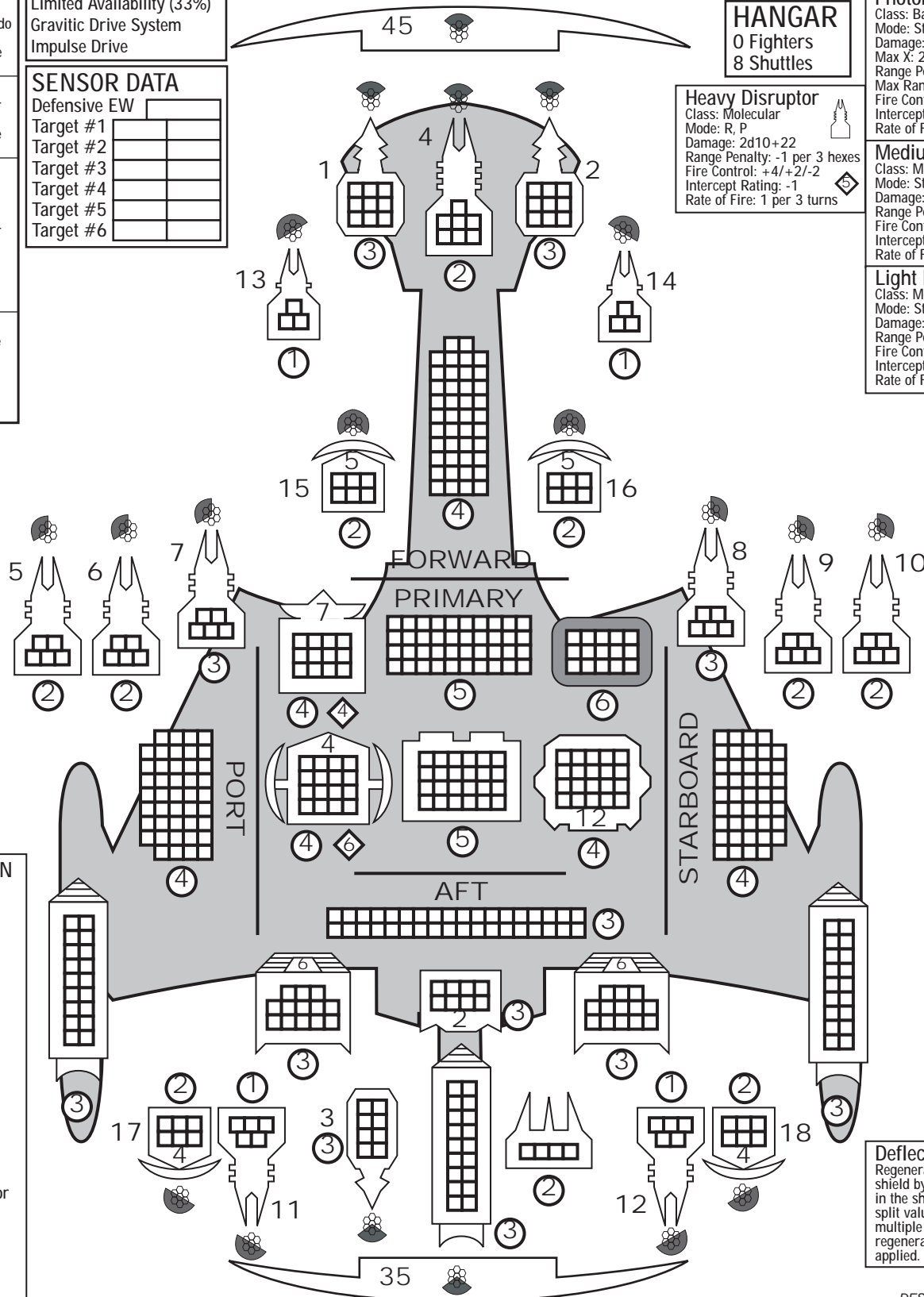
8 Shuttles

## 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

## ICON RECOGNITION

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