

Version 1: 2E/ST

Name:

Counter:



# Klingon K'Taal Battlecruiser

SPECS		MANEUVERING						COMBAT STATS					
Class: Hvy Combat Vsl		Turn Cost: 2/3 Speed						Fwd/Aft Defense: 14					
In Service: 2148		Turn Delay: 2/3 Speed						Stb/Port Defense: 14					
Point Value: 370		Accel/Decel Cost: 3 Thrust						Engine Efficiency: 5/1					
Ramming Factor: 100		Pivot Cost: 3+3 Thrust						Extra Power: 0					
Warp Delay: 10 Turns		Roll Cost: 2+2 Thrust						Initiative Bonus: +8					
Speed	1	2	3	4	5	6	7	8	9	10	11	12	
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8	
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8	

## WEAPON DATA

**Heavy Disruptor Cannon**  
 Class: Molecular  
 Mode: Standard  
 Damage: 2d10+12  
 Range Penalty: -1 per 2 hexes  
 Fire Control: +5/+4/-2  
 Intercept Rating: n/a  
 Rate of Fire: 1 per 4 turns

### Early Photon Torpedo

Class: Ballistic + Antimatter  
Mode: Standard  
Damage: X+6  
Max X: 10  
Range Penalty: None  
Max Range: 30 hexes  
Fire Control: +2/+1/-2  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

Light Disruptor
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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
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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: Photon Torpedo  
7-9: Hvy Disruptor Cannon  
10-12: Light Disruptor  
13-18: Forward Structure  
19-20: PRIMARY Hit

## AFT HITS

- 1-4: Impulse Thruster
- 5-6: Deflector Shield
- 7: Photon Torpedo
- 8-9: Light Disruptor
- 10-12: Warp Engine
- 13-18: Aft Structure
- 19-20: PRIMARY Hit

## PRIMARY HITS

1-8:	Primary Structure
9-10:	Shield Generator
11:	Tractor Beam
12-13:	Sensors
14-15:	Hangar
16-17:	Engine
18-19:	Reactor
20:	C&C

## SPECIAL NOTES

- Restricted Deployment (10%)
- Gravitic Drive System
- Impulse Drive

## SENSOR DATA

Defensive EW

Target #1

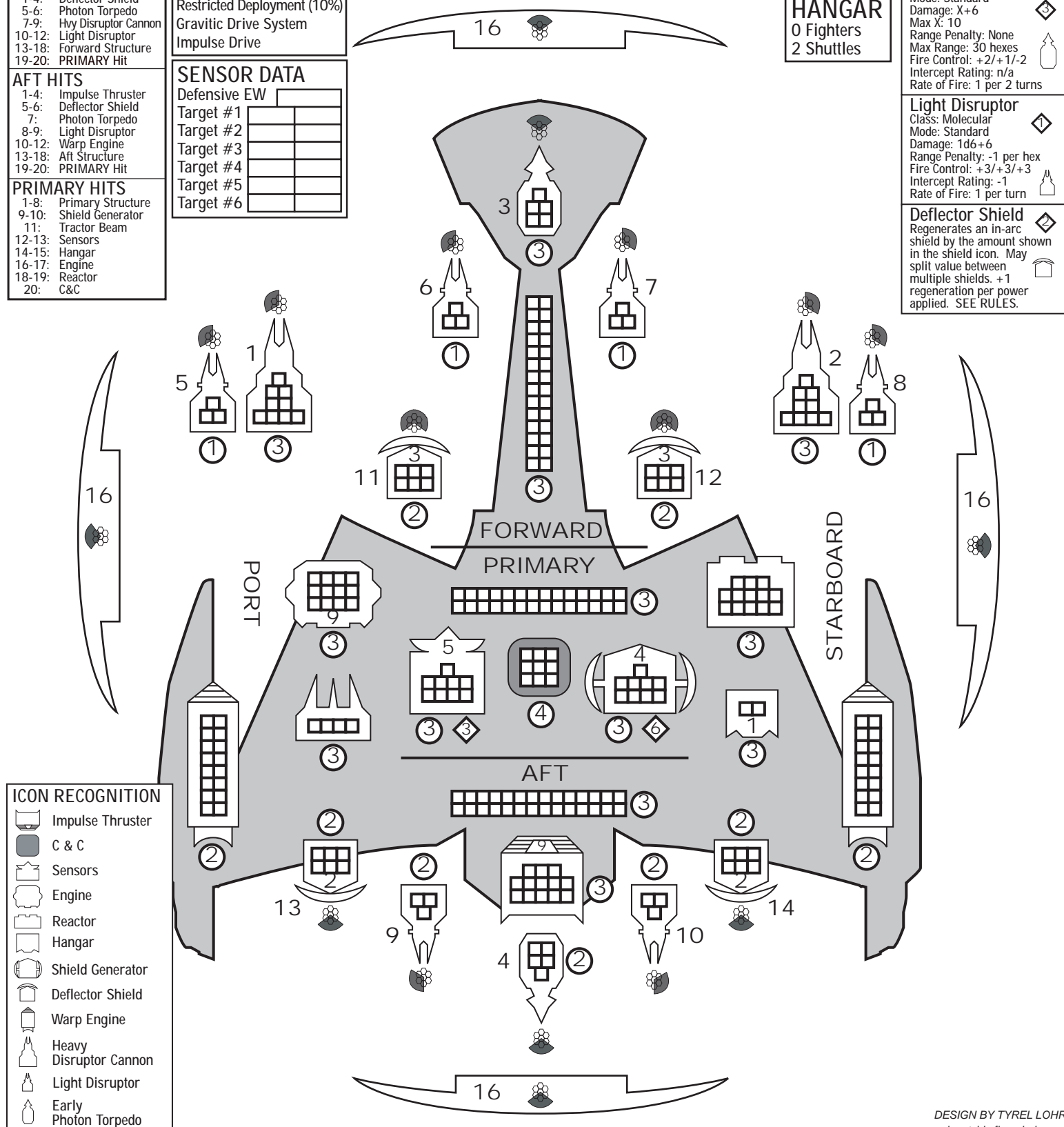
Target #2

Target #3













Target #4

### Target #5

## Target #6



## ICON RECOGNITION

-  Impulse Thruster
-  C & C
-  Sensors
-  Engine
-  Reactor
-  Hangar
-  Shield Generator
-  Deflector Shield
-  Warp Engine
-  Heavy Disruptor Cannon
-  Light Disruptor
-  Early Photon Torpedo