



# Klingon D'aka Assault Transport

## SPECS

Class: Medium Ship  
In Service: 2242  
Point Value: 235  
Ramming Factor: 50  
Warp Delay: 10 Turns

## MANEUVERING

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

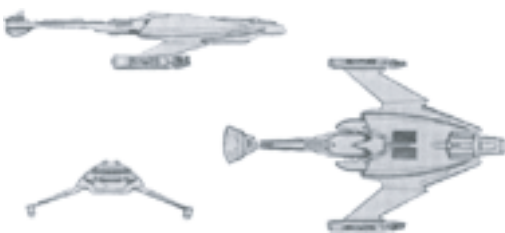
## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 14  
Engine Efficiency: 2/1  
Extra Power: 0  
Initiative Bonus: +14

## WEAPON DATA

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



T-3 Mover

## FORWARD HITS

1-3: Deflector Shield  
4-7: Light Disruptor  
8-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-5: Impulse Thruster  
6-7: Deflector Shield  
8-9: Light Disruptor  
10-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-5: Warp Engine  
6-8: Marine Barracks  
9-10: Shield Generator  
11: Tractor Beam  
12-13: Sensors  
14-16: Hangar  
17-18: Engine  
19: Reactor  
20: C&C

## SPECIAL NOTES

Combat Transporter (+1)  
Gravitic Drive System  
Impulse Drive

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

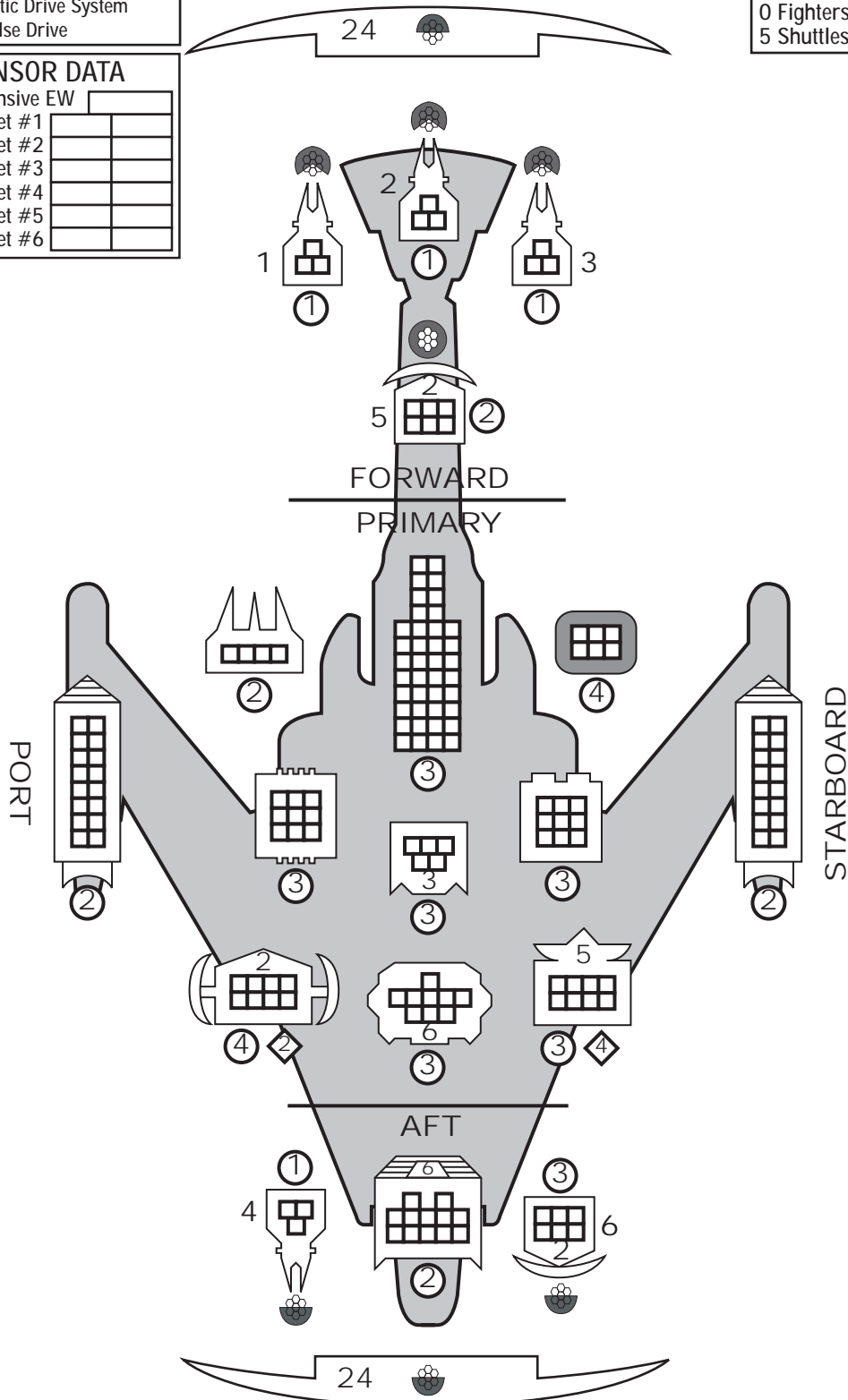
Target #5

Target #6

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

## HANGAR

0 Fighters  
5 Shuttles



## ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Marine Barracks
- Light Disruptor