

# Klingon Troop Transport

## SPECS

Class: Hvy Combat Vsl  
In Service: 2330  
Point Value: 300  
Ramming Factor: 120  
Warp Delay: 8 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 16  
Engine Efficiency: 4/1  
Extra Power: 0  
Initiative Bonus: +4

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

## WEAPON DATA

### Light Disruptor

Class: Molecular  
Mode: Standard  
Damage: 1d6+8  
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.

## FORWARD HITS

1-3: Deflector Shield  
4-6: Light Disruptor  
7-8: Hangar  
9-12: Cargo A/B  
13-18: Forward Structure  
19-20: PRIMARY Hit

## AFT HITS

1-4: Impulse Thruster  
5-7: Deflector Shield  
8: Warp Engine  
9-10: Light Disruptor  
11-13: Cargo E/F  
14-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-6: Primary Structure  
7-10: Cargo C/D  
11: Shield Generator  
12: Tractor Beam  
13-15: Sensors  
16-18: Engine  
19: Reactor  
20: C&C

## SPECIAL NOTES

Gravitic Drive System  
Impulse Drive

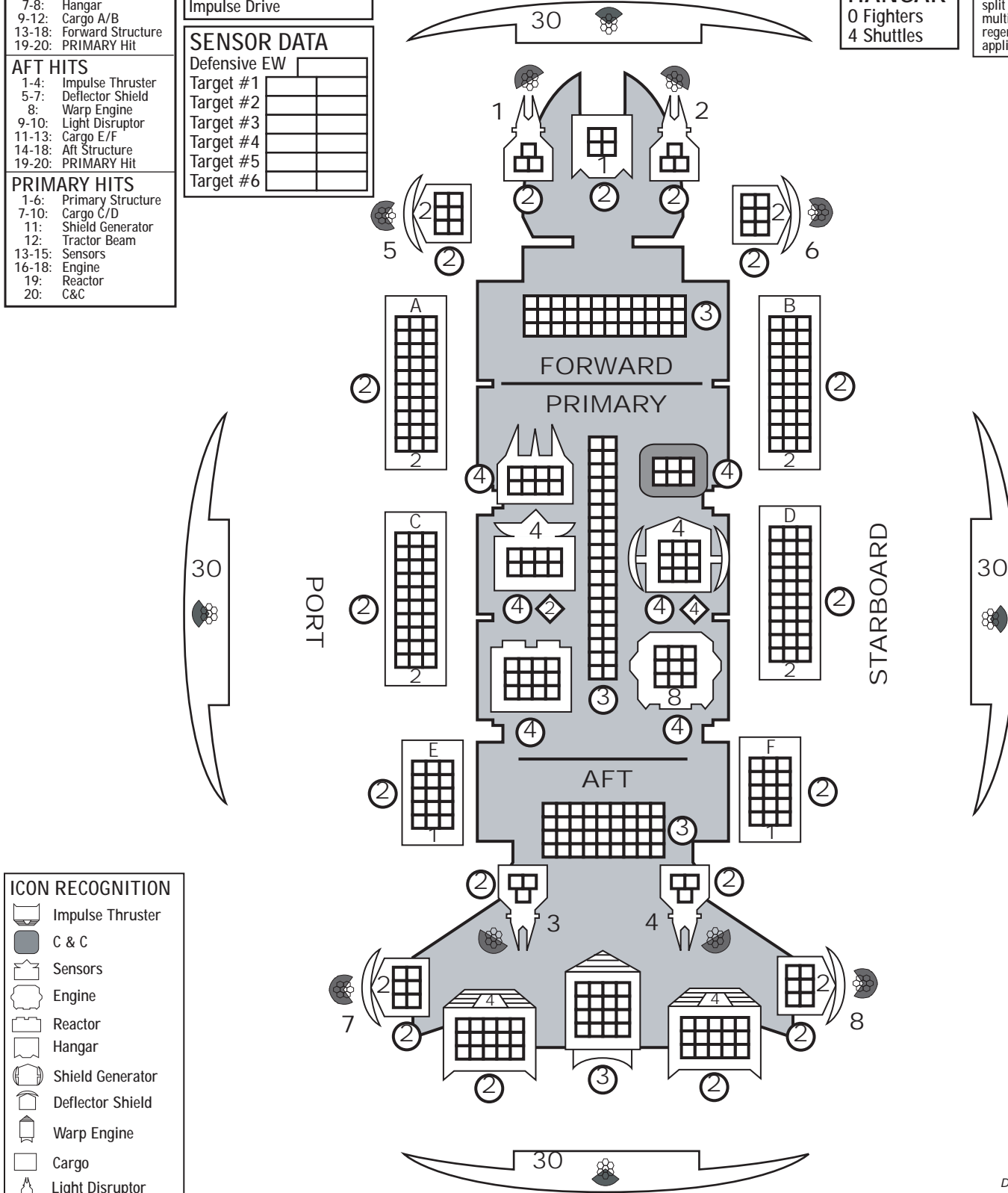
## SENSOR DATA

### Defensive EW

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

## HANGAR

0 Fighters  
4 Shuttles



## ICON RECOGNITION

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