

Klingon B'rel Birds of Prey (4)

SPECS	MANEUVERING	COMBAT STATS
Class: Lt. Combat Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 10
In Service: 2270	Turn Delay: 1/4 Speed	Stb/Port Defense: 12
Point Value: 300 each	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor: 30	Pivot Cost: 1 Thrust	Extra Power: +2
Warp Delay: 7 Turns	Roll Cost: 1 Thrust	Initiative Bonus: +14
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 1 1 2 2 2 2 3 3 3 3	
Turn Delay	1 1 1 1 2 2 2 2 3 3 3 3	

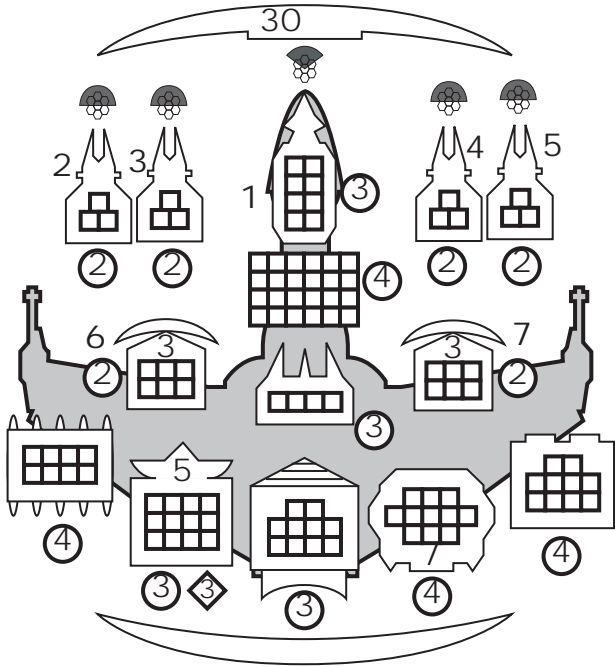
WEAPON DATA	
Light Disruptor	◆
Class: Molecular	
Mode: Standard	
Damage: 1d6+8	
Range Penalty: -1 per hex	
Fire Control: +3/+3/+3	
Intercept Rating: -2	
Rate of Fire: 1 per turn	

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

HIT LOCATIONS	
1-8:	Structure
9-10:	Warp Engine
11-12:	Photon Torpedo
13-15:	Light Disruptor
16-17:	Drive
18:	Reactor
19:	Control
20:	Deflector Shield

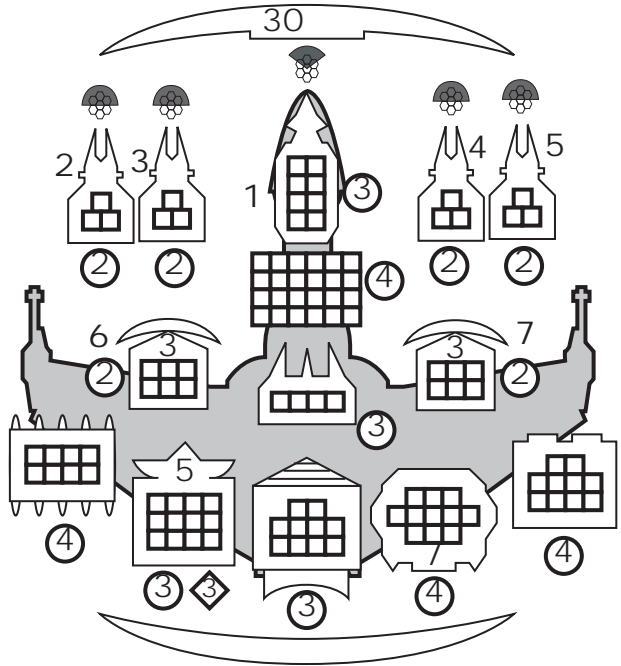
SPECIAL NOTES	
Agile Ship	
Atmospheric Capable	
Gravitic Drive System	
Impulse Drive	

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.



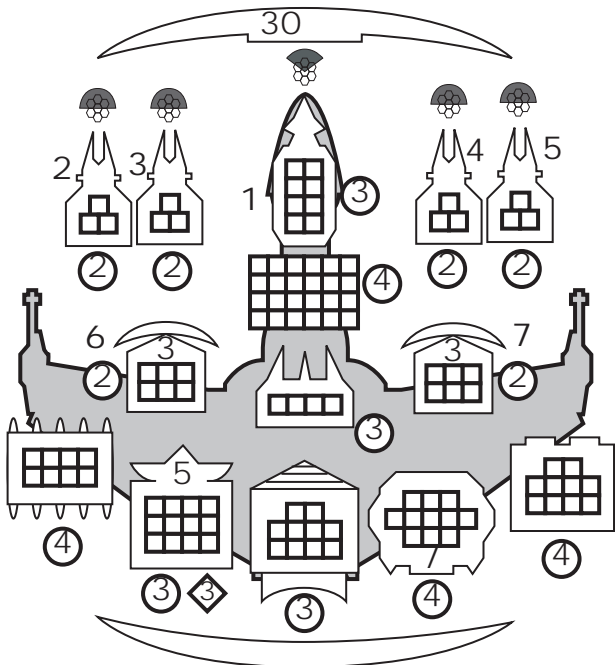
← BIRD OF PREY #1

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



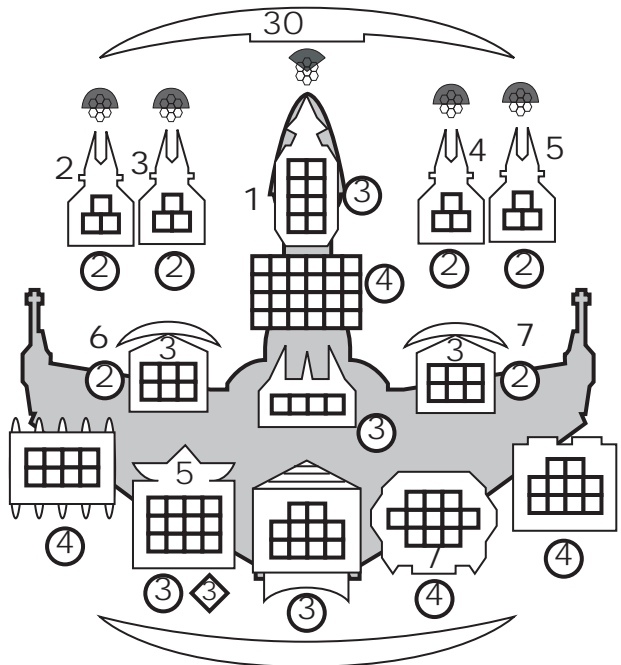
BIRD OF PREY #2 →

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



← BIRD OF PREY #3

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



BIRD OF PREY #4 →

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

ICON RECOGNITION			
	Control		Reactor
	Drive		Cloaking Device
	Deflector Shield		Warp Engine
	Photon Torpedo		Light Disruptor