

Klingon D-12 Birds of Prey (4)

SPECS	MANEUVERING	COMBAT STATS
Class: Lt. Combat Vsl	Turn Cost: 1/4 Speed	Fwd/Aft Defense: 10
In Service: 2352	Turn Delay: 1/4 Speed	Stb/Port Defense: 12
Point Value: 350 each	Accel/Decel Cost: 1 Thrust	Engine Efficiency: 1/1
Ramming Factor: 30	Pivot Cost: 1 Thrust	Extra Power: 0
Warp Delay: 6 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	

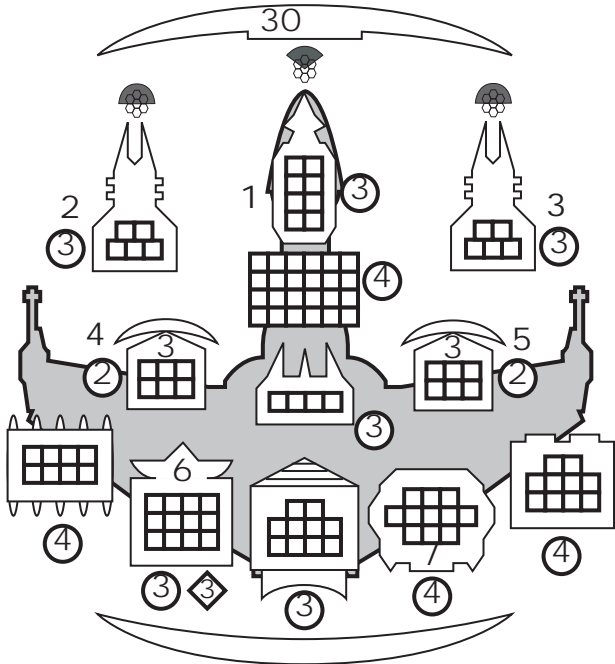
WEAPON DATA
Medium Disruptor
Class: Molecular
Mode: Standard
Damage: 1d10+10
Range Penalty: -1 per 2 hexes
Fire Control: +4/+2/+2
Intercept Rating: -2
Rate of Fire: 1 per 2 turns

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

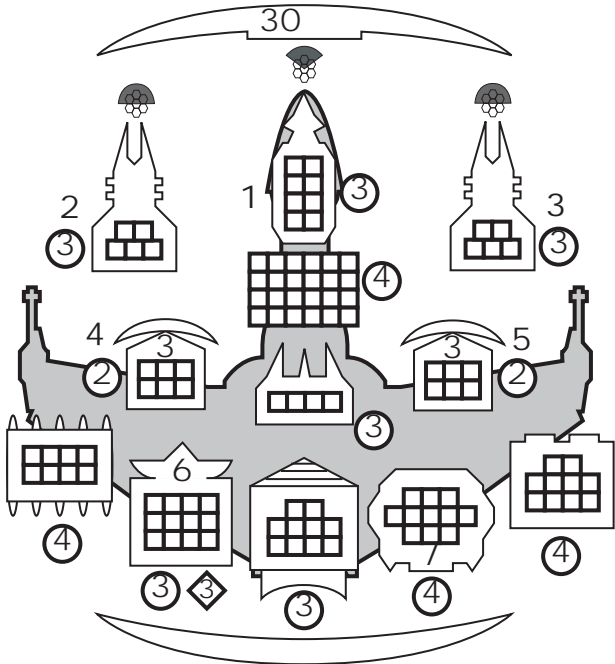
SPECIAL NOTES
Agile Ship
Atmospheric Capable
Gravitic Drive System
Impulse Drive
Unreliable Ship: Cloaking Fluctuations

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.



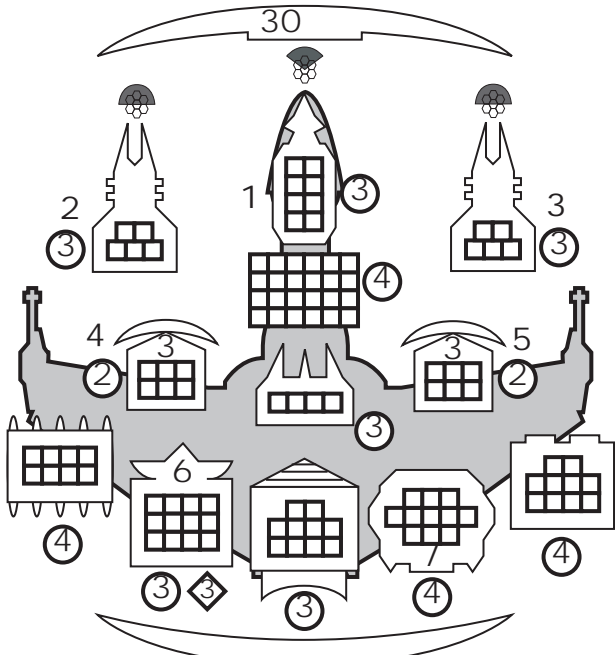
← BIRD OF PREY #1

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



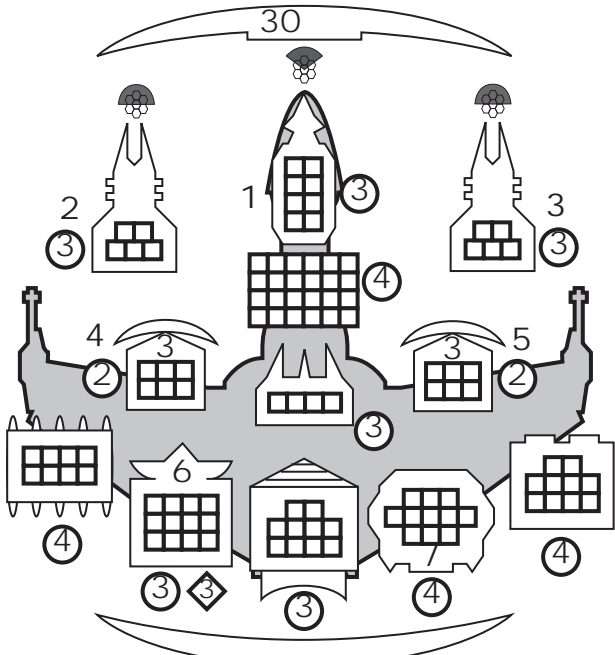
BIRD OF PREY #2 →

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