

Klingon Negh'Var Flagship

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 4/3 Speed	Fwd/Aft Defense: 18
In Service: 2371	Turn Delay: 4/3 Speed	Stb/Port Defense: 18
Point Value: 1250	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 5/1
Ramming Factor: 260	Pivot Cost: 3+3 Thrust	Extra Power: 0
Warp Delay: 5 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +1
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	2 3 4 6 7 8 10 11 12 14 15 16	
Turn Delay	2 3 4 6 7 8 10 11 12 14 15 16	

WEAPON DATA

Mega Disruptor Class: Molecular Mode: Piercing Damage: 3d10+36 Range Penalty: -1 per 3 hexes Fire Control: +5/+1/-5 Intercept Rating: n/a Rate of Fire: 1 per 4 turns	
Heavy Disruptor Class: Molecular Mode: R, P Damage: 2d10+22 Range Penalty: -1 per 2 hexes Fire Control: +4/+2/-2 Intercept Rating: -1 Rate of Fire: 1 per 3 turns	
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	
Light Disruptor Class: Molecular Mode: Standard Damage: 1d6+8 Range Penalty: -1 per hex Fire Control: +3/+3/+3 Intercept Rating: -1 Rate of Fire: 1 per turn	

FORWARD HITS

- 1-3: Deflector Shield
- 4-5: Heavy Disruptor
- 6-7: Hvy Photon Torpedo
- 8-9: Medium Disruptor
- 10: Light Disruptor
- 11-18: Forward Structure
- 19-20: PRIMARY Hit

SPECIAL NOTES

Restricted Deployment (10%)
+1 Initiative to Fleet
Gravitic Drive System
Impulse Drive

SIDE HITS

- 1-2: Deflector Shield
- 3-4: Mega Disruptor
- 5-7: Heavy Disruptor
- 8-11: Warp Engine
- 12-18: Port/Stb Structure
- 19-20: PRIMARY Hit

SENSOR DATA

Defensive EW

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

AFT HITS

- 1-5: Main Thrust
- 6-8: Deflector Shield
- 9-10: Medium Disruptor
- 11-18: Aft Structure
- 19-20: PRIMARY Hit

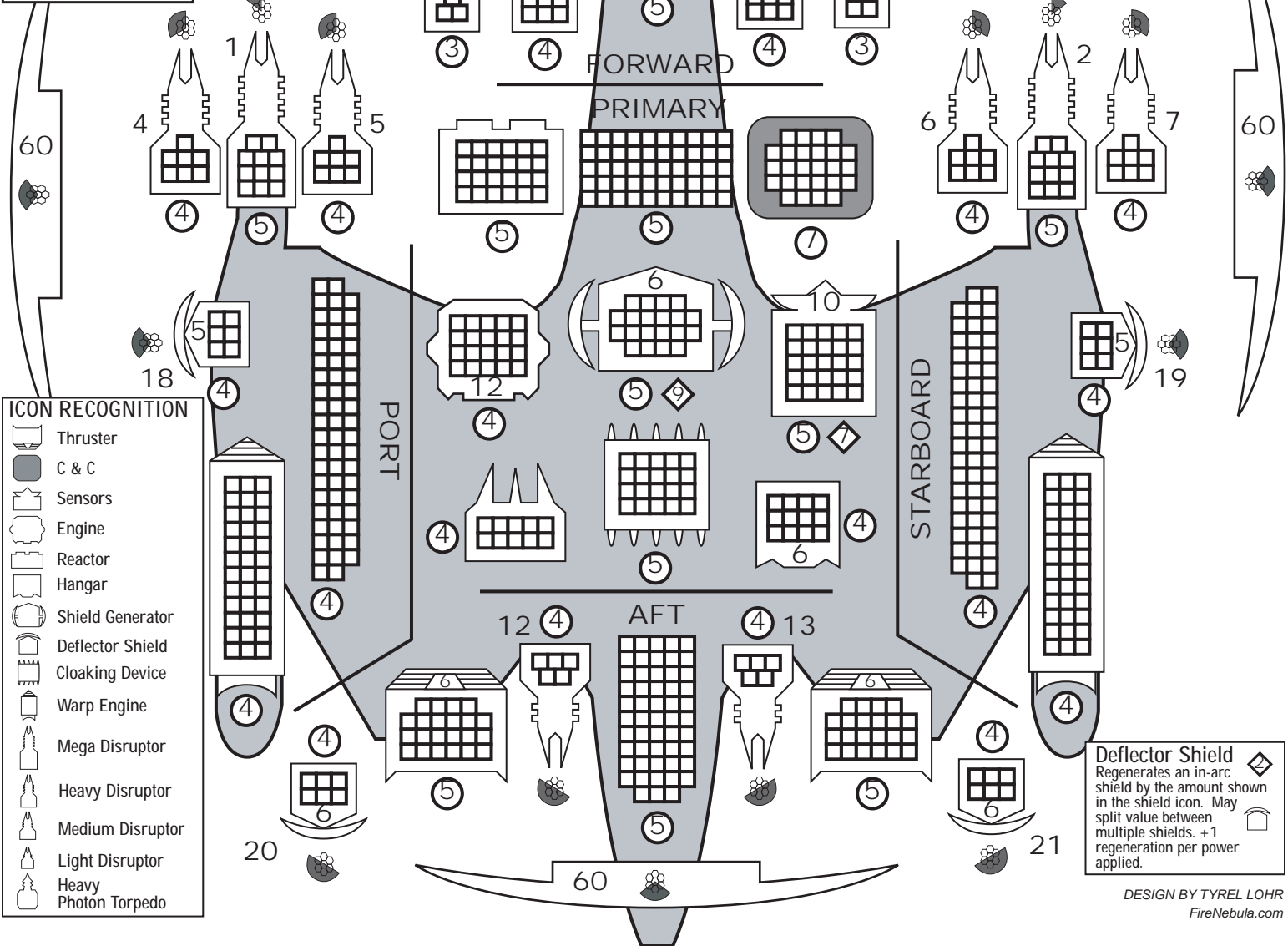
PRIMARY HITS

- 1-6: Primary Structure
- 7-9: Shield Generator
- 10-11: Cloaking Device
- 12: Tractor Beam
- 13-15: Sensors
- 16-17: Hangar
- 18: Engine
- 19: Reactor
- 20: C&C

HANGAR

0 Fighters
12 Shuttles

Heavy Photon Torpedo
Class: Ballistic + Antimatter
Mode: Standard
Damage: X+20
Max X: 20
Max Range: 50 hexes
Fire Control: +4/+3/-6
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Cloaking Device
- Warp Engine
- Mega Disruptor
- Heavy Disruptor
- Medium Disruptor
- Light Disruptor
- Heavy Photon Torpedo

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.