

# Klingon Vor'Cha Attack Cruiser

SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 1 x Speed		Fwd/Aft Defense: 15	
In Service: 2347		Turn Delay: 2/3 Speed		Stb/Port Defense: 17	
Point Value: 925		Accel/Decel Cost: 3 Thrust		Engine Efficiency: 4/1	
Ramming Factor: 220		Pivot Cost: 3+3 Thrust		Extra Power: 0	
Warp Delay: 5 Turns		Roll Cost: 2+2 Thrust		Initiative Bonus: +1	
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 2 3 4 4 5 6 6 7 8 8

WEAPON DATA	
<b>Mega Disruptor</b>	
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	
<b>Heavy Disruptor</b>	
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	
<b>Medium Disruptor</b>	
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	
<b>Light Disruptor</b>	
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	

FORWARD HITS	
1-3:	Deflector Shield
4:	Mega Disruptor
5-7:	Hvy Photon Torpedo
8-9:	Medium Disruptor
10-11:	Light Disruptor
12-18:	Forward Structure
19-20:	PRIMARY Hit

SIDE HITS	
1-2:	Deflector Shield
3-5:	Heavy Disruptor
6-7:	Light Disruptor
8-11:	Warp Engine
12-18:	Forward Structure
19-20:	PRIMARY Hit

AFT HITS	
1-5:	Main Thrust
6-7:	Photon Torpedo
8-9:	Medium Disruptor
10-18:	Aft Structure
19-20:	PRIMARY Hit

PRIMARY HITS	
1-7:	Primary Structure
8-9:	Shield Generator
10-11:	Cloaking Device
12:	Tractor Beam
13-14:	Sensors
15-16:	Hangar
17-18:	Engine
19:	Reactor
20:	C&C

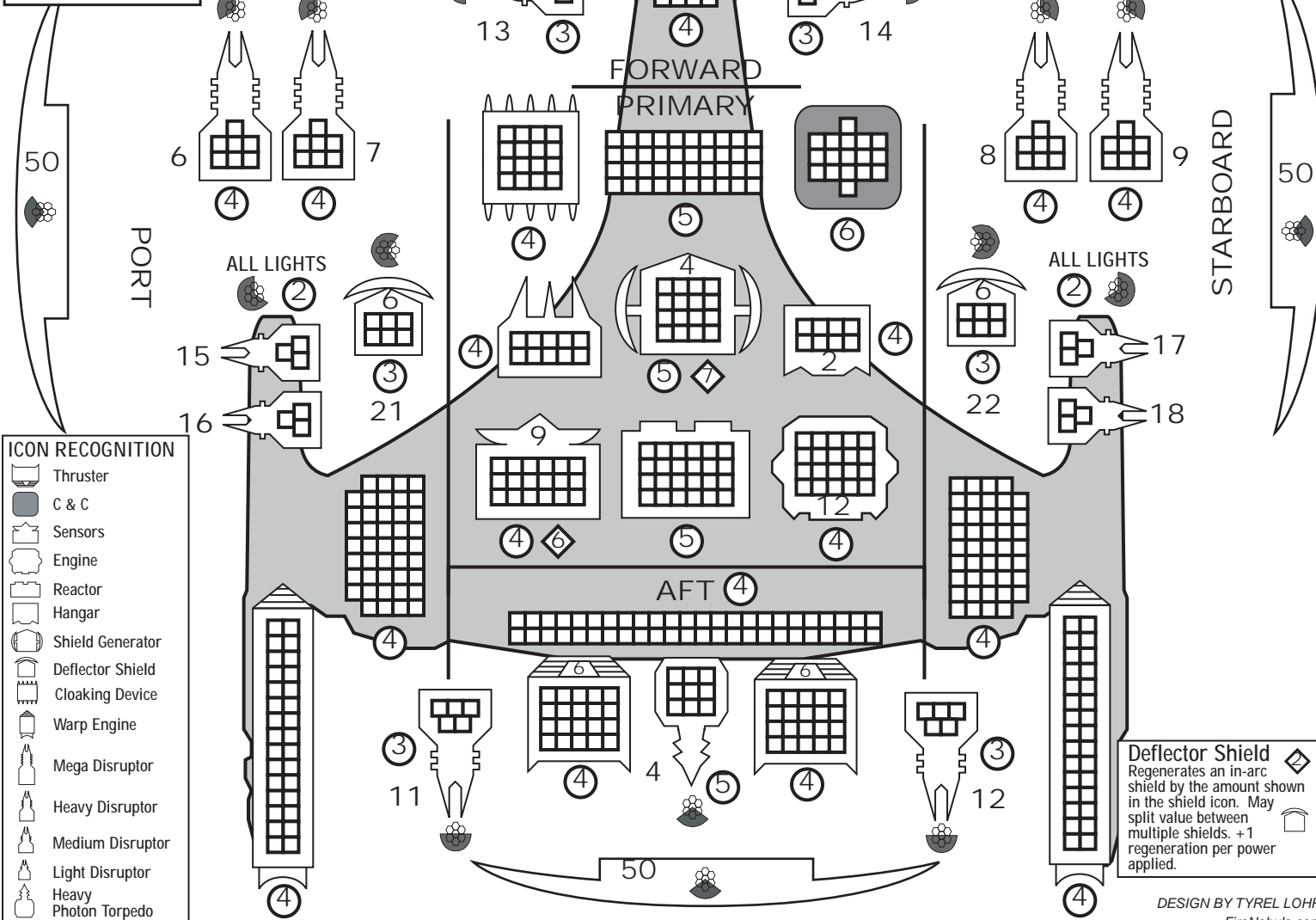
SPECIAL NOTES	
Gravitic Drive System	
Impulse Drive	

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

**HANGAR**  
0 Fighters  
8 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.