

Klingon B'rel Birds of Prey (4)

SPECS

Class: Lt. Combat Vsl
In Service: 2270
Point Value: 300 each
Ramming Factor: 30
Warp Delay: 7 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 10
Stb/Port Defense: 12
Engine Efficiency: 1/1
Extra Power: +2
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

Deflector Shield

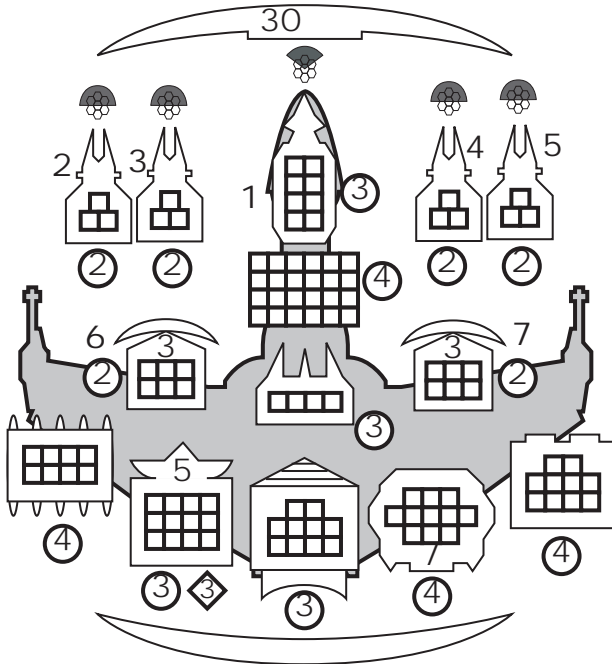
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

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

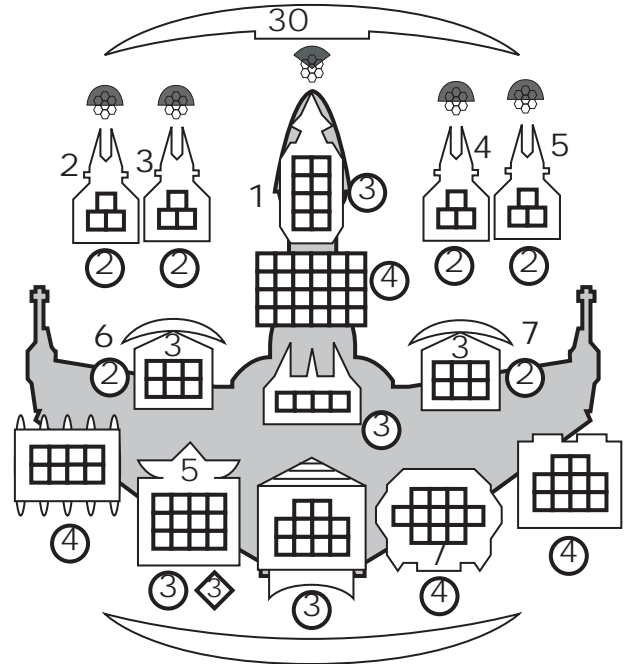
Agile Ship
Atmospheric Capable
Gravitic Drive System
Impulse Drive



← BIRD OF PREY #1

SENSOR DATA

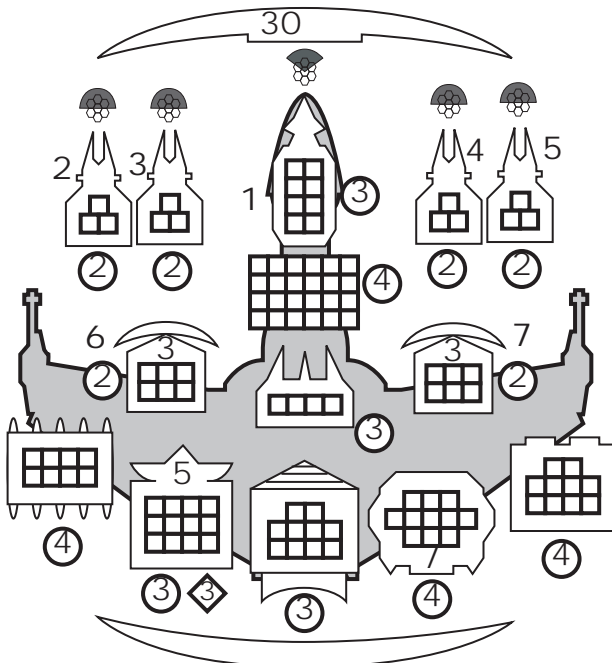
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



BIRD OF PREY #2 →

SENSOR DATA

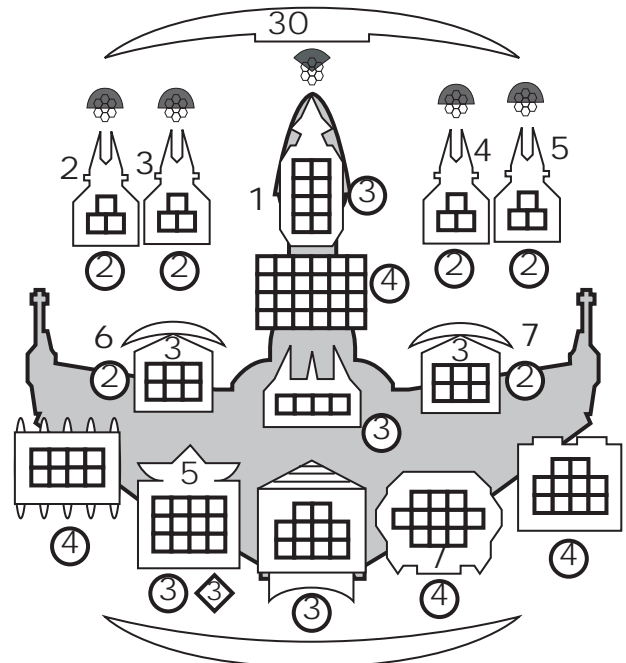
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	



← 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 Deflector Shield Photon Torpedo
Drive Cloaking Device Warp Engine Light Disruptor