

Version 2: 2E/STARSCAPE

Name: _____ Counter: _____



2ND EDITION

Klingon Negh'Var Flagship

SPECS

Class: Capital Ship
In Service: 2371
Point Value: 1250
Ramming Factor: 260
Warp Delay: 5 Turns

MANEUVERING

Turn Cost: 4/3 Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 18
Stb/Port Defense: 18
Engine Efficiency: 5/1
Extra Power: 0
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

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

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

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

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

SPECIAL NOTES

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

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

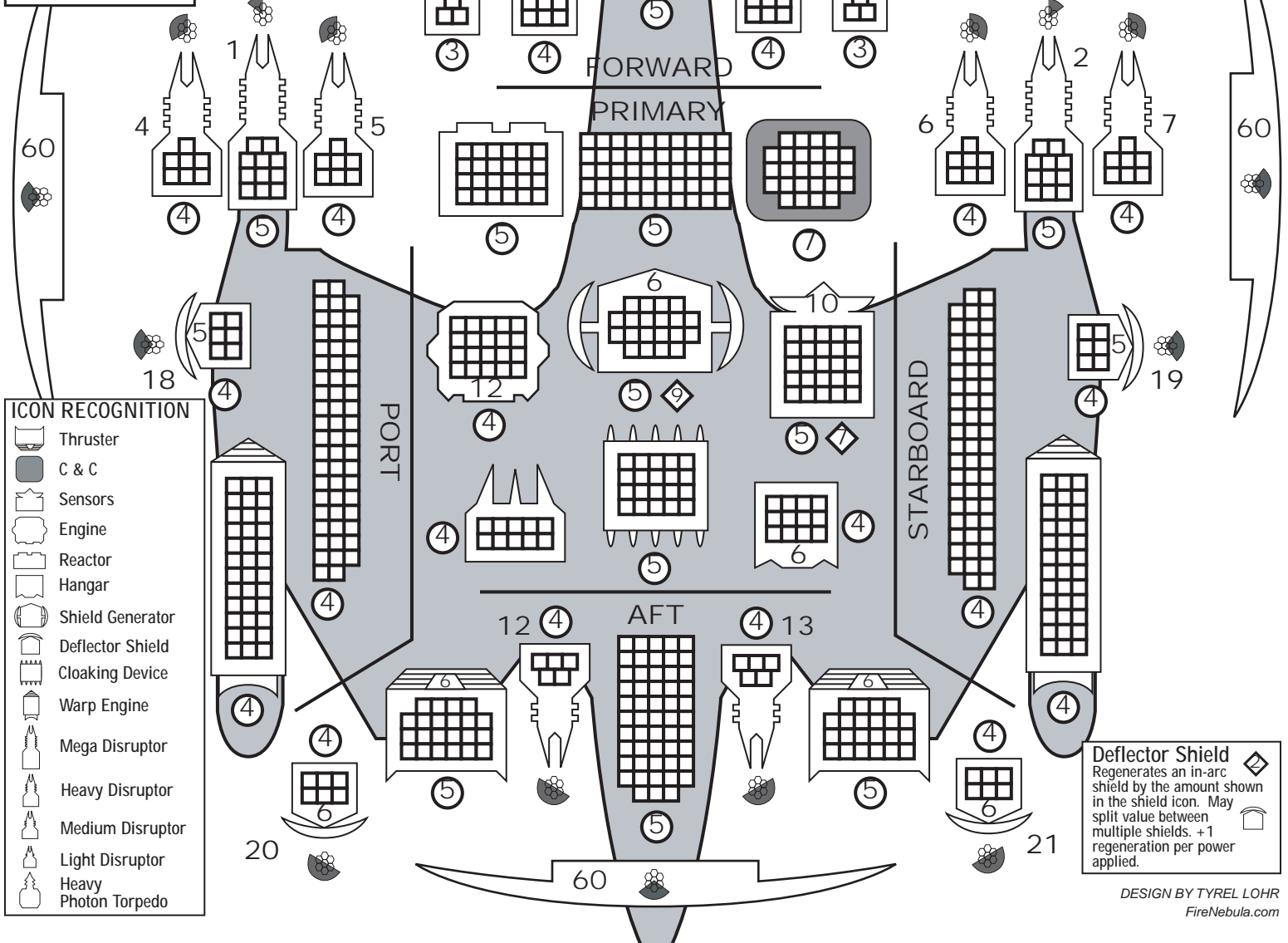
Target #5

Target #6

HANGAR

0 Fighters

12 Shuttles



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.

DESIGN BY TYREL LOHR
FireNebula.com