

Version 2: 2E/STARSCAPE

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Klingon Vor'Cha Attack Cruiser

## SPECS

Class: Capital Ship  
In Service: 2347  
Point Value: 925  
Ramming Factor: 220  
Warp Delay: 5 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 17  
Engine Efficiency: 4/1  
Extra Power: 0  
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

**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: -2  
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: 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

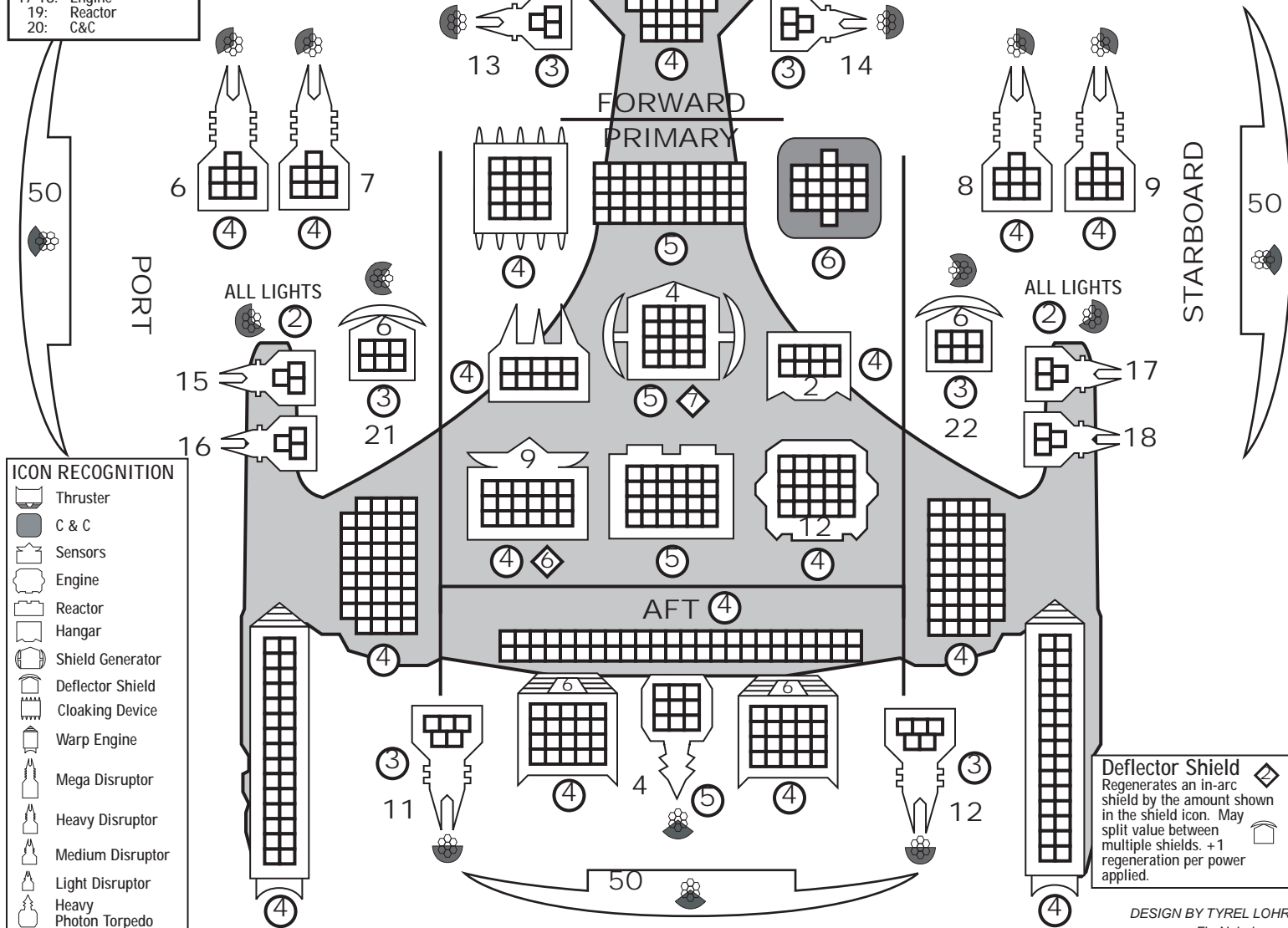
Target #4

Target #5

Target #6

## HANGAR

0 Fighters  
8 Shuttles



## ICON RECOGNITION

Thrustor  
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.

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