### Z-4 (Deathgame) Defense Outpost



## **Production Data**

Origin: Klingon Empire Class/Type: *zha mortas*-class defense outpost Year Launched: 2272

### Hull Data

Structure: 40 Size/Decks: 7/36 Length/Height/Beam: 320/110/300 m Complement: 455

### **Operational Data**

Transporters: 6 standard, 4 emergency, 3 cargo Cargo Units: 100 Shuttlebays: 3 central core Shuttlecraft: 21 size worth Tractor Beams: 1 central core ventral Sensor System: Class 2 +2/+1/0/0/0 (C) Operations System: Class 2 (C) Life Support: Class 2 (C)

#### **Tactical Data**

Disruptors: Type VII (X9) (E) Penetration: 7/7/6/0/0 Photon torpedoes: Type II (X6) (E) Penetration: 6/6/6/6 Deflector Shield: Class 3 (B) Protection/Threshold: 14/3

#### Structure

#### Shields

# Miscellaneous Data

Maneuver modifiers: +5 C, -10 H, +5 T Traits: Space remaining: 0 Build rules: NG Notes: Shield grids purchased at -2 cost like large warships and explorers, beam weapons at -1 like heavy vessels