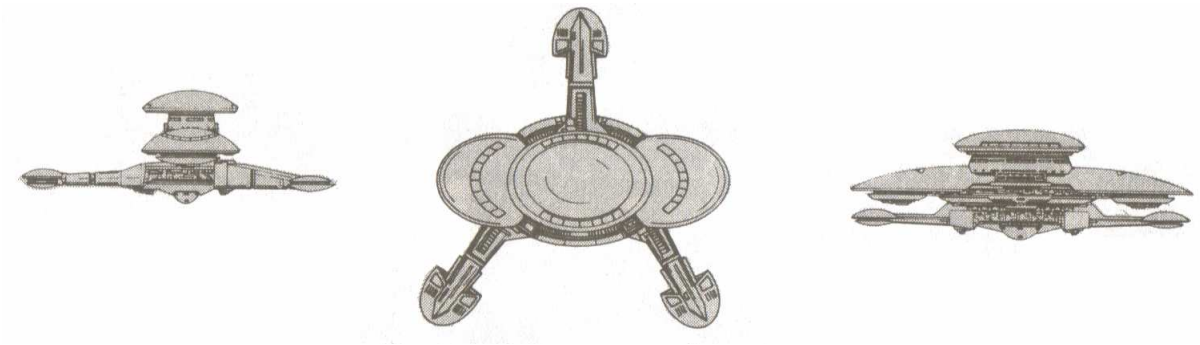
**Z-4 (Deathgame) Defense Outpost**



## 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:** K-GDM-4 (X9) (D)
**Penetration:** 6/5/5/0/0
**Photon torpedoes:** KP-6 (X6) (D)
**Penetration:** 7/7/7/7/7
**Deflector Shield:** PFF 3 (B)
**Protection/Threshold:** 14/3

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

**Structure**

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**Shields**

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