



Klingon D7 Battlecruiser

SPECS

Class: Capital Ship
 In Service: 2238
 Point Value: 625
 Ramming Factor: 170
 Warp Delay: 8 Turns

MANEUVERING

Turn Cost: 2/3 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 14
 Stb/Port Defense 15
 Engine Efficiency: 3/1
 Extra Power: +8
 Initiative Bonus: +2

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

WEAPON DATA

Heavy Photon Torpedo
 Class: Ballistic + Antimatter
 Mode: Standard
 Damage: X+20
 Max X: 20
 Range Penalty: -1 per 6 hexes
 Max Range: 50 hexes
 Fire Control: +3/+3/-4
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Photon Torpedo

Class: Ballistic + Antimatter
 Mode: Standard
 Damage: X+10
 Max X: 20
 Range Penalty: -1 per 5 hexes
 Max Range: 50 hexes
 Fire Control: +3/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Medium Disruptor

Class: Molecular
 Mode: Standard
 Damage: 1d10+12
 +2 power: 1d10+16
 +4 power: 1d10+20
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+2/+2
 Intercept Rating: -1
 Rate of Fire: 1 per 2 turns

Light Disruptor

Class: Molecular
 Mode: Standard
 Damage: 1d6+6
 +2 power: 1d6+8
 Range Penalty: -1 per hex
 Fire Control: +3/+3/+3
 Intercept Rating: -2
 Rate of Fire: 1 per turn



SIDE HITS

- 1-3: Deflector Shield
- 4: Hvy Photon Torpedo
- 5-6: Medium Disruptor
- 7: Light Disruptor
- 8-10: Warp Engine
- 11-18: Port/Stb Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-5: Impulse Thruster
- 6-7: Photon Torpedo
- 9-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

- 1-8: Primary Structure
- 9: Tractor Beam
- 10-11: Shield Generator
- 12-14: Sensors
- 15-16: Hangar
- 17-18: Engine
- 19: Reactor
- 20: C&C

Note: Heavy Photon Torpedo and forward Deflector Shield are part of both Port and Starboard sides.

SPECIAL NOTES

Gravitic Drive System
 Impulse Drive
 Special Hull Arrangement
 (No Fwd Hits or Structure)

SENSOR DATA

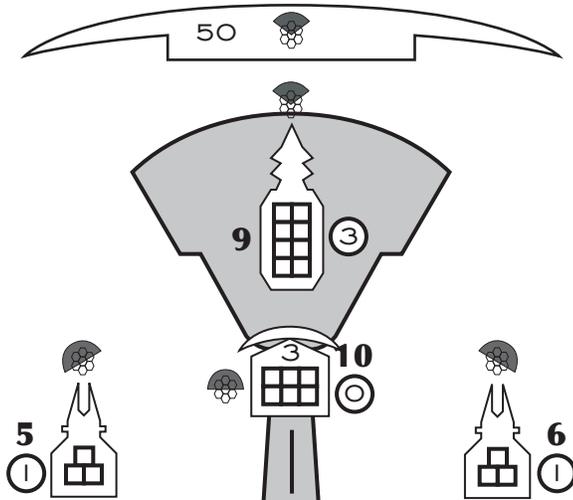
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR

0 Fighters
 3 Shuttles

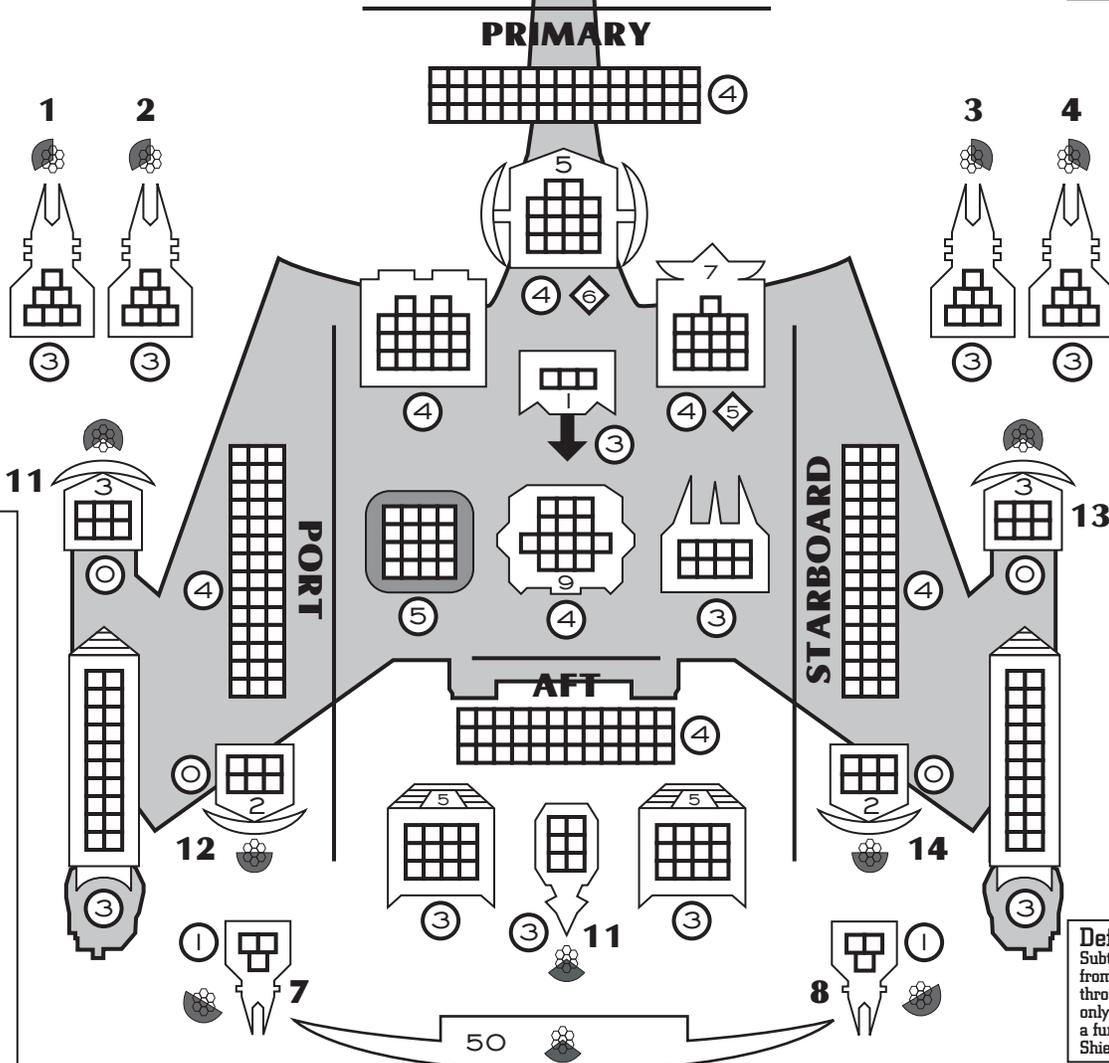
SHIELD DATA

Shield Capacity	Max Absorb
50-38	25
37-26	19
25-13	13
12-0	6



FORWARD

PRIMARY



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Tractor Beam
- Medium Disruptor
- Light Disruptor
- Heavy Photon Torpedo
- Photon Torpedo

Deflector Shield

Subtract Shield Factor from any damage scored through arc. Shield projections only absorb damage if a functional Deflector Shield is in arc.