Version X: 2E/ST

Name: _____ Counter: _____

Klingon D7 Battlecruiser

SPECS
Class: Capital Ship
In Service: 2230
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

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

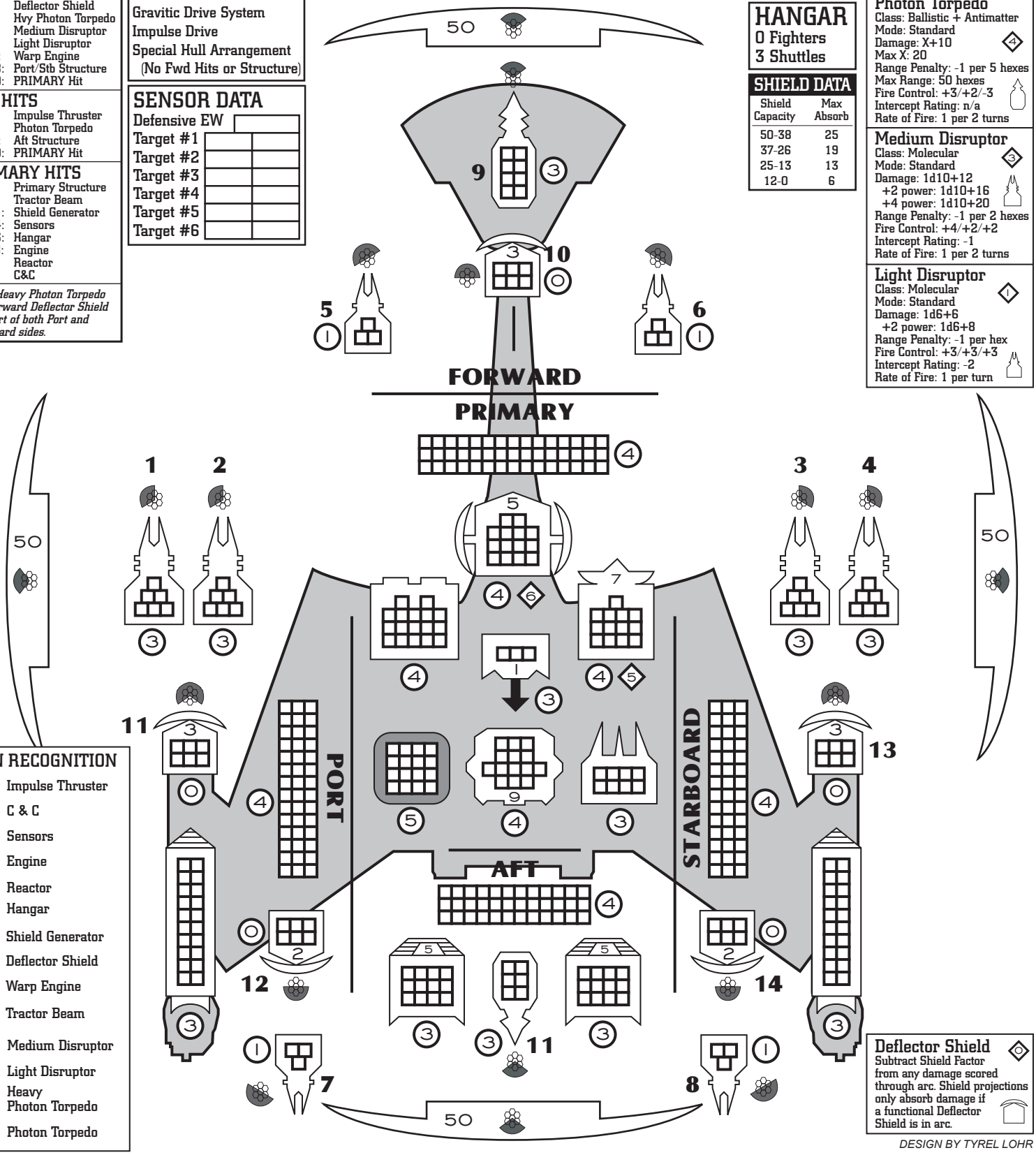
WEAPON DATA

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



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.

DESIGN BY TYREL LOHR