



Version 2: 2E/STARSCAPE

Name: _____

Counter: _____



Klingon D7 Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2230	Turn Delay: 2/3 Speed	Stb/Port Defense: 14
Point Value: 400	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 4/1
Ramming Factor: 110	Pivot Cost: 3+3 Thrust	Extra Power: 0
Warp Delay: 8 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +8
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
 Max Range: 50 hexes
 Fire Control: +4/+3/-6
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Photon Torpedo
 Class: Ballistic + Antimatter
 Mode: Standard
 Damage: X+10
 Max X: 20
 Max Range: 50 hexes
 Fire Control: +4/+2/-3
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 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

HANGAR
 0 Fighters
 4 Shuttles

FORWARD HITS

- 1-3: Deflector Shield
- 4-5: Hvy Photon Torpedo
- 6-9: Medium Disruptor
- 10-11: Light Disruptor
- 12-18: Forward Structure
- 19-20: PRIMARY Hit

AFT HITS

- 1-4: Main Thrust
- 5-6: Deflector Shield
- 7: Photon Torpedo
- 8-9: Light Disruptor
- 10-12: Warp Engine
- 13-18: Aft Structure
- 19-20: PRIMARY Hit

PRIMARY HITS

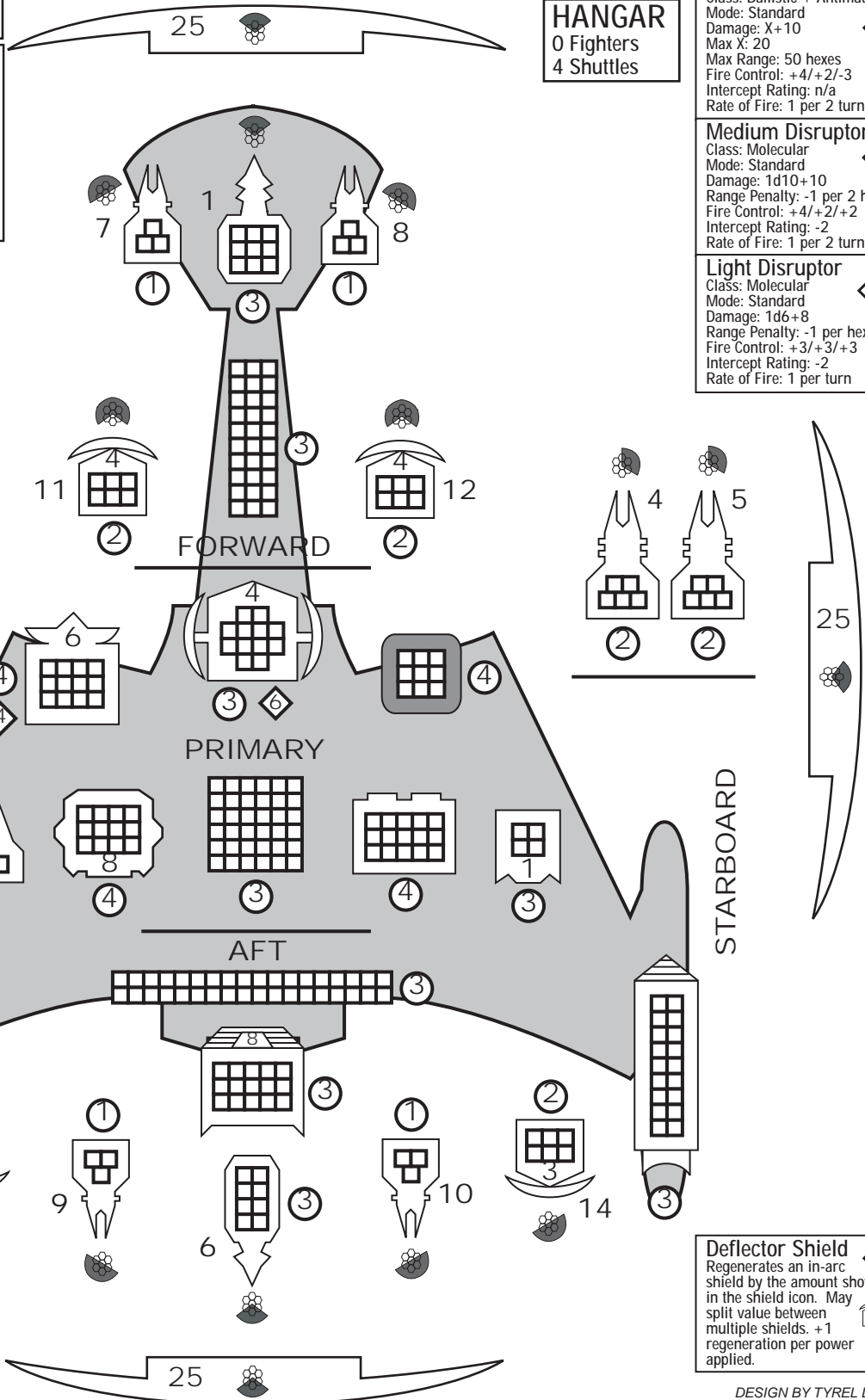
- 1-8: Primary Structure
- 9-10: Shield Generator
- 11: Tractor Beam
- 12-14: Sensors
- 15-16: Hangar
- 17-18: Engine
- 19: Reactor
- 20: C&C

SPECIAL NOTES

Gravitic Drive System
 Impulse Drive

SENSOR DATA

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



ICON RECOGNITION

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