

Romulan D7-A Cruiser

SPECS

Class: Hvy Combat Vsl
In Service: 2268
Point Value: 450
Ramming Factor: 120
Warp Delay: 9 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 2/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 14
Engine Efficiency: 4/1
Extra Power: 0
Initiative Bonus: +6

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

Plasma Mortar

Class: Plasma
Mode: Flash
Dmg: 2d10+25 (-1 per hex)
Max Range: -1 per hex
after range 12
Fire Control: +3/+0/-
Intercept Rating: n/a
Rate of Fire: 1 per 3 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+6
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

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.

FORWARD HITS

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

AFT HITS

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

PRIMARY HITS

1-6: Primary Structure
7-8: Cloaking Device
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

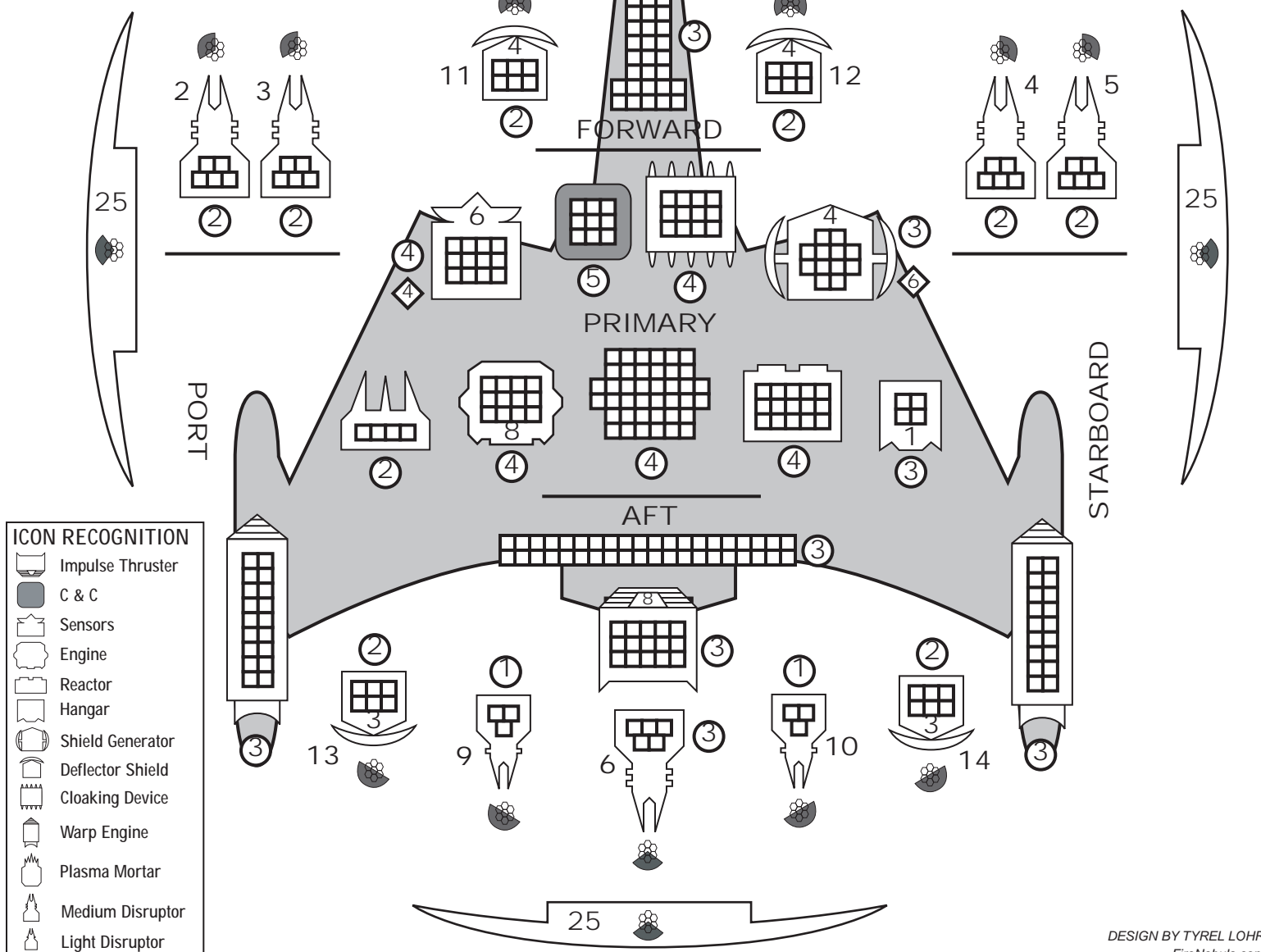
Target #5

Target #6

HANGAR

0 Fighters

4 Shuttles



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Cloaking Device
- Warp Engine
- Plasma Mortar
- Medium Disruptor
- Light Disruptor