



Version 4: 2E/STARSCAPE

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Romulan D7-A Cruiser

## SPECS

Class: Hvy Combat Vsl  
In Service: 2268  
Point Value: 425  
Ramming Factor: 110  
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: 30 hexes  
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+8  
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

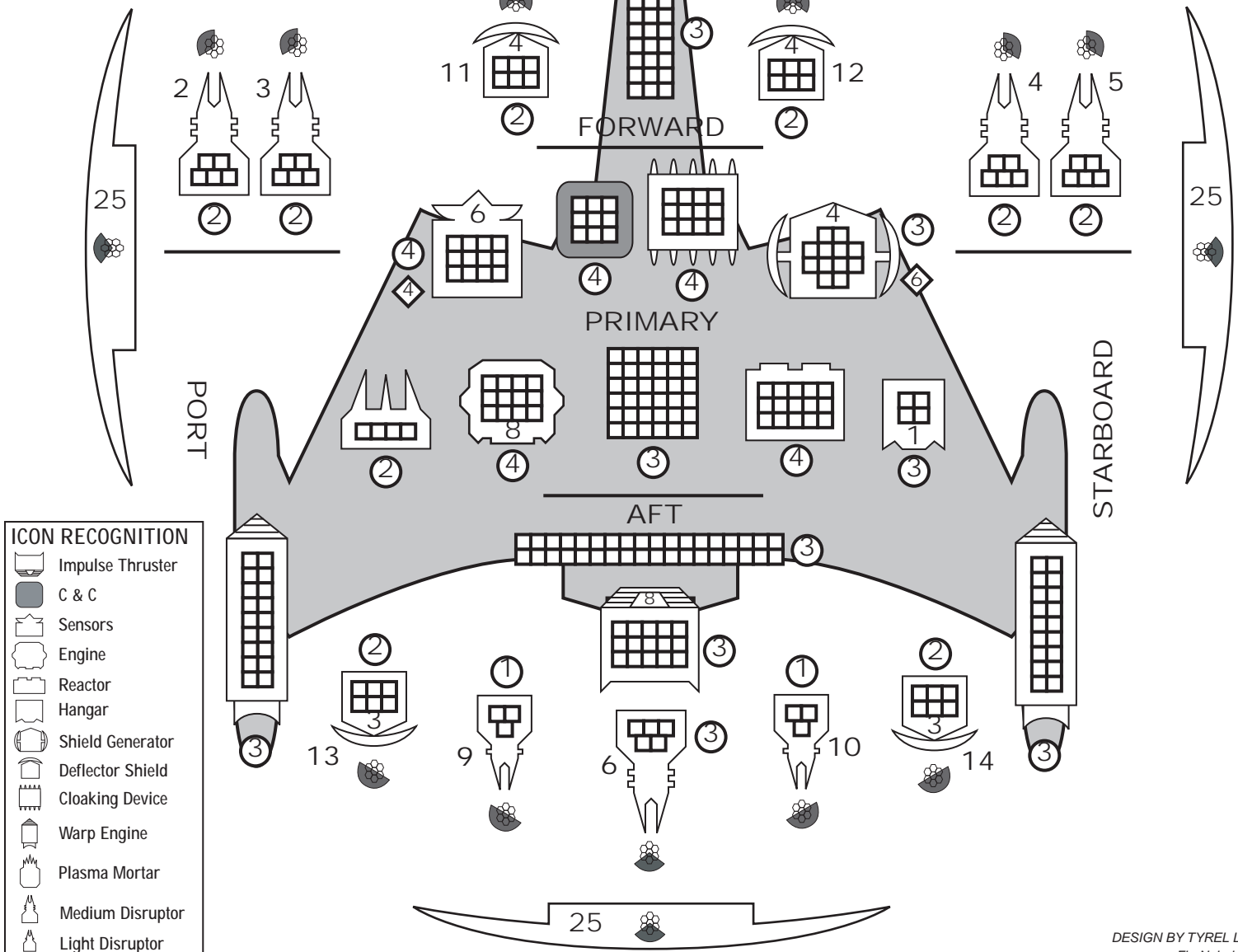
Target #5

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