

BOARDING PARTIES

										10
GUARDS ASSIGNED										

ADMINISTRATIVE SHUTTLES

IDENT	HIT POINTS	NOTES

THIS SHIP HAS ONE SHUTTLE BAY.

PROBES

				5
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REVISED 09 MARCH 2000.

SHIP DATA TABLE	
TYPE	= D7CT
BREAKDOWN	= 5-6
SHIELD COST	= 1+1
LIFE SUPPORT	= 1
SIZE CLASS	= 3
UIM (NO BURNOUT)	

PLAYER	
TOURN	
ROUND	

SPECIAL RULES

- No muting is possible.
- Has one scatter-pack.
- Can exchange two type-I drones for one type-IV drone (can do this twice).
- Has firing arcs in (D2.32) and (D2.33).
- Has two points for improved drones.

DRONE POINTS

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DRONE RACKS (No Reloads)

1										B
2										B

ANTI-DRONES (No Reloads)

1										6	6
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HIT & RUN TABLE

1	SYSTEM DESTROYED; BP RETURNS
2	SYSTEM & BP DESTROYED
3-5	SYSTEM UNDAMAGED; BP DESTROYED
6	SYSTEM UNDAMAGED; BP RETURNS

H&R vs GUARDS

1-3	BP DESTROYED
4-5	BP RETURNS
6	CONDUCT H&R

TYPE I OFFENSIVE PHASER TABLE

DIE ROLL	0	1	2	3	4	5	6-8	9-15	16-25	26-50	51-75
1	9	8	7	6	5	5	4	3	2	1	1
2	8	7	6	5	5	4	3	2	1	1	0
3	7	5	5	4	4	4	3	1	0	0	0
4	6	4	4	4	4	3	2	0	0	0	0
5	5	4	4	4	3	3	1	0	0	0	0
6	4	4	3	3	2	2	0	0	0	0	0

TYPE II PHASER TABLE

DIE ROLL	0	1	2	3	4-8	9-15	16-30	31-50
1	6	5	5	4	3	2	1	1
2	6	5	4	4	2	1	1	0
3	6	4	4	4	1	1	0	0
4	5	4	4	3	1	0	0	0
5	5	4	3	3	0	0	0	0
6	5	3	3	3	0	0	0	0

TYPE III DEFENSE PHASER

DIE ROLL	0	1	2	3	4-8	9-15
1	4	4	4	3	1	1
2	4	4	4	2	1	0
3	4	4	4	1	0	0
4	4	4	3	0	0	0
5	4	3	2	0	0	0
6	3	3	1	0	0	0

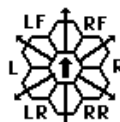
TURN MODE	SPEED
B	1 2-5
	2 6-10
HET	3 11-15
	4 16-21
BD	5 22-28
	6 29+

DISRUPTOR TABLE

RANGE	0	1	2	3-4	5-8	9-15	16-22	23-30
HIT (STD)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-2
HIT (UIM)	NA	1-5	1-5	1-4	1-4	1-4	1-4	1-2
HIT(DERFACS)	NA	1-5	1-5	1-4	1-4	1-4	1-3	1-3
HIT(OVERLOAD)	1-6	1-5	1-5	1-4	1-4	NA	NA	NA
HIT(OL/UIM)	1-6	1-5	1-5	1-5	1-5	NA	NA	NA
DAMAGE, STD	0	5	4	4	3	3	2	2
DAMAGE, OULD	10	10	8	8	6	0	0	0

HIT & RUN UIM DERFACS

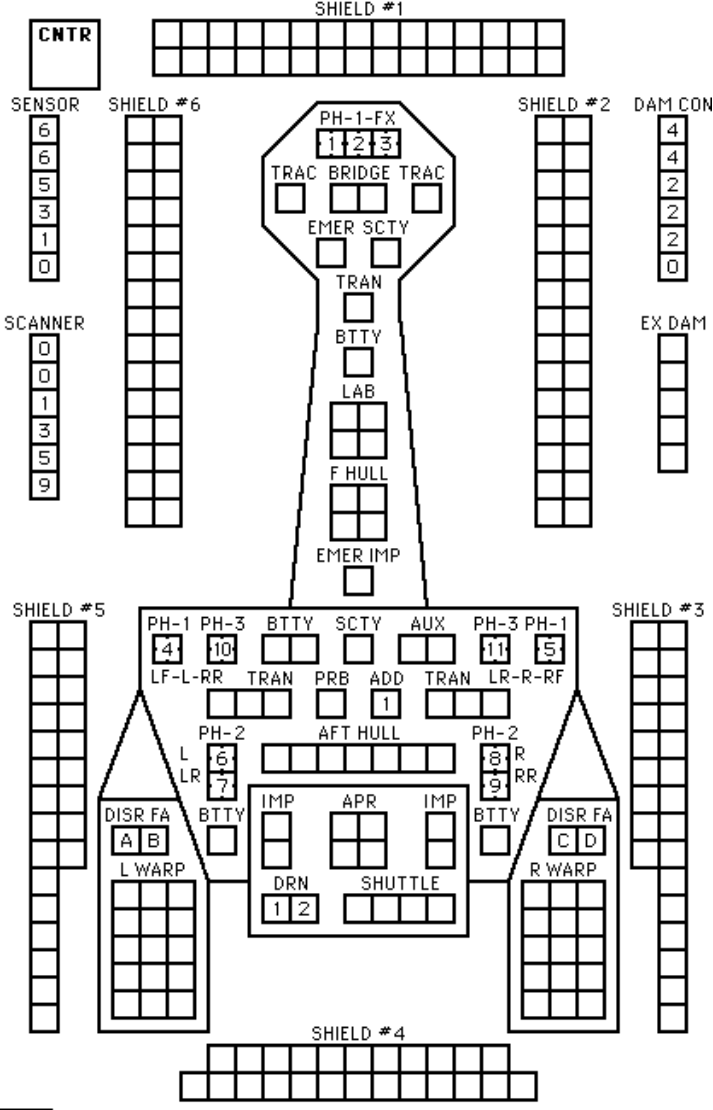
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ANTI-DRONE TABLE

RANGE	0	1	2	3	4+
HIT#	-	1-2	1-3	1-4	-

KLINGON D7CT TOURNAMENT CRUISER



FA = LF + RF
 FX = L + LF + RF + R
 MOVEMENT COST = 1
 HET COST = 5

