



# Cardassian Galor Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2343	Turn Delay: 3/4 Speed	Stb/Port Defense: 15
Point Value: 525	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 170	Pivot Cost: 3+3 Thrust	Extra Power: 0
Warp Delay: 8 Turns	Roll Cost: 2+2 Thrust	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 3 3 4 5 6 6 7 8 9 9	

WEAPON DATA	
<b>Compressor Beam</b>	Class: Gravitic Mode: R, S Damage: 3d10+24 Range Penalty: -1 per 3 hexes Fire Control: +3/+0/-5 Intercept Rating: n/a Rate of Fire: 1 per 4 turns
<b>Photon Torpedo</b>	Class: Ballistic + Antimatter Mode: Standard Damage: X+10 Max X: 20 Range: 50 hexes Fire Control: +4/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 2 turns
<b>Light Phaser Bank</b>	Class: Molecular Mode: Standard Damage: 1d10+4 Range Penalty: -1 per hex Fire Control: +3/+3/+3 Intercept Rating: -2 Rate of Fire: 1 per turn
<b>Deflector Shield</b>	Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.

FORWARD HITS
1-2: Deflector Shield
3-5: Compressor Beam
6-7: Photon Torpedo
8-10: Light Phaser
11-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS
1-5: Impulse Thruster
6-7: Deflector Shield
8-9: Compressor Beam
10-12: Light Phaser
13-18: Aft Structure
19-20: PRIMARY Hit

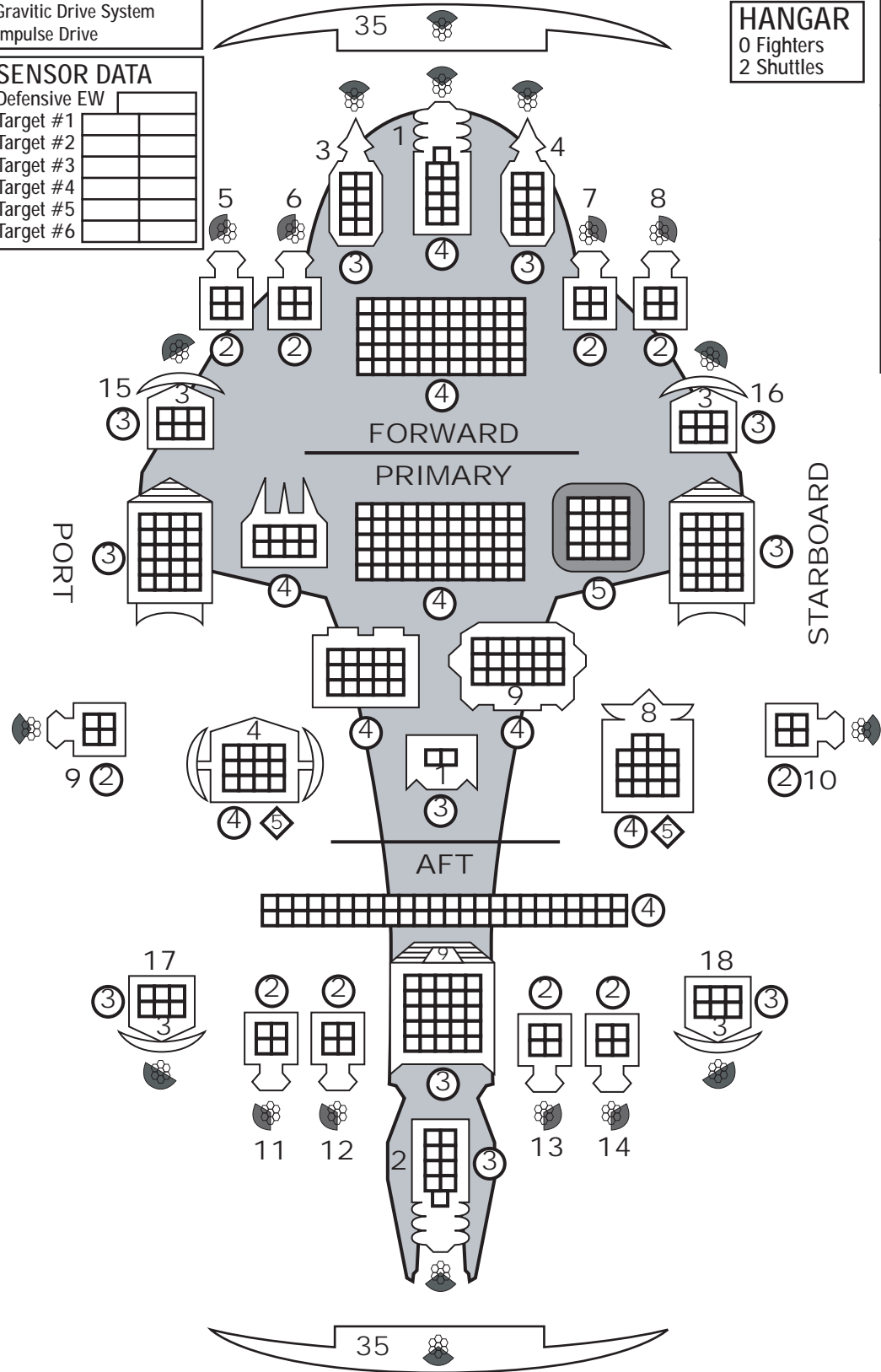
PRIMARY HITS
1-6: Primary Structure
7-8: Warp Engine
9-10: Light Phaser
11-12: Shield Generator
13: Tractor Beam
14-15: Sensors
16: Hangar
17-18: Engine
19: Reactor
20: C&C

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  
2 Shuttles



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Compressor Beam
	Photon Torpedo
	Light Phaser