



Cardassian Galor Scout Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2357	Turn Delay: 3/4 Speed	Stb/Port Defense: 15
Point Value: 650	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	
Compressor Beam	
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	
Light Phaser Bank	
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	
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. SEE RULES.	

FORWARD HITS	
1-2:	Deflector Shield
3-5:	Compressor Beam
6-8:	Light Phaser
9-18:	Forward Structure
19-20:	PRIMARY Hit

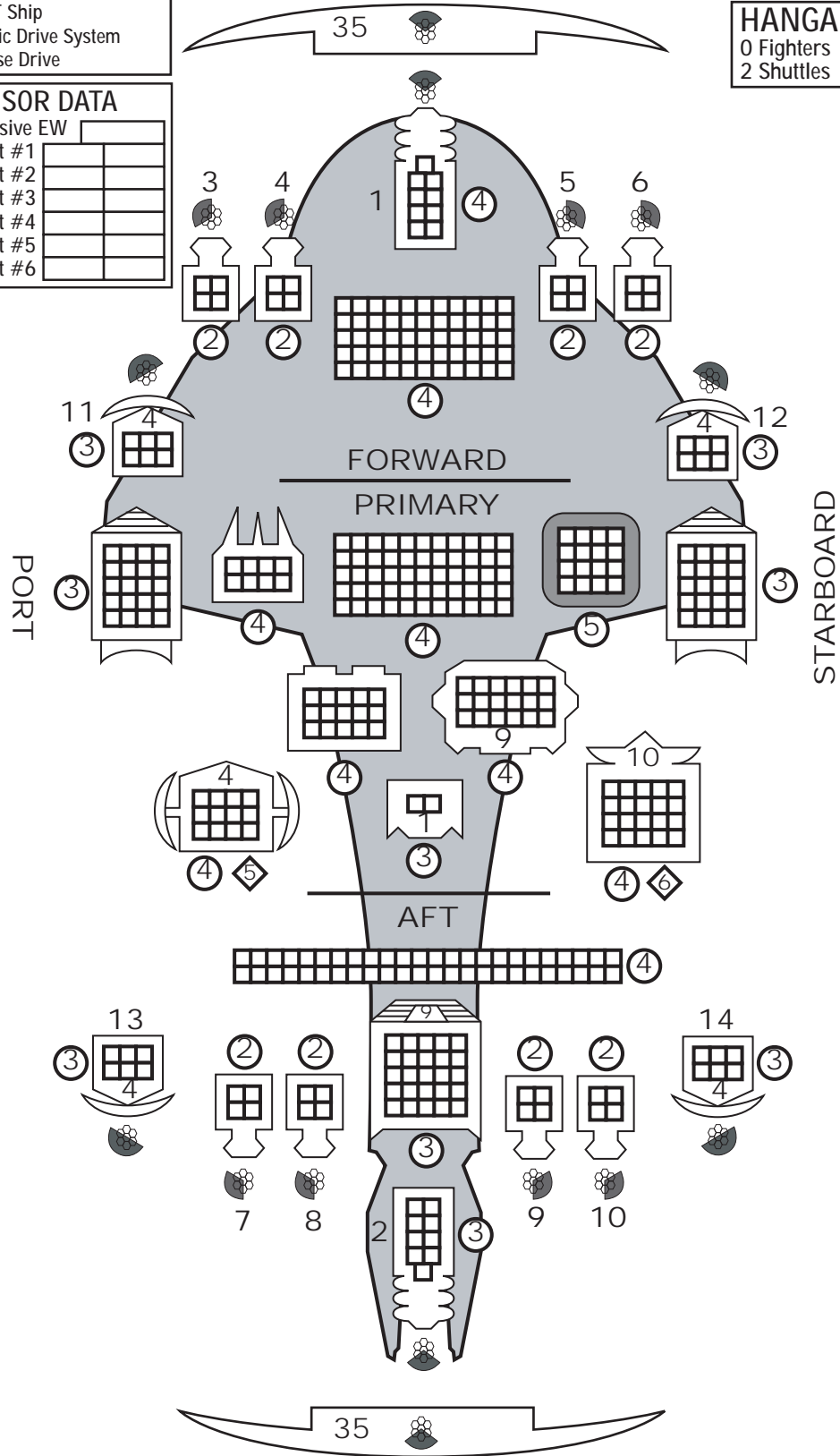
AFT HITS	
1-5:	Impulse Thruster
6-7:	Deflector Shield
8-9:	Compressor Beam
10-12:	Light Phaser
13-18:	Aft Structure
19-20:	PRIMARY Hit

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

SPECIAL NOTES	
ELINT Ship	
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
	Light Phaser