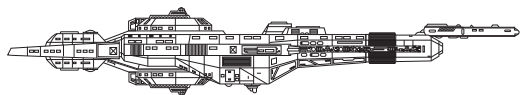


Cardassian Gur'net Warship



SPECS		MANEUVERING		COMBAT STATS	
Class: Hvy Combat Vsl		Turn Cost: 2/3 Speed		Fwd/Aft Defense: 14	
In Service: 2317		Turn Delay: 2/3 Speed		Stb/Port Defense: 14	
Point Value: 375		Accel/Decel Cost: 2 Thrust		Engine Efficiency: 4/1	
Ramming Factor: 110		Pivot Cost: 2+2 Thrust		Extra Power: 0	
Warp Delay: 9 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 2 3 4 4 5 6 6 7 8 8				

WEAPON DATA	
Medium Phaser Bank	
Class: Molecular	3
Mode: R, S	
Damage: 3d10+5	
Range Penalty: -1 per 2 hexes	
Fire Control: +3/+3/+2	
Intercept Rating: -2	
Rate of Fire: 1 per 2 turns	
Special: Can fire for an accelerated ROF for less damage, as shown below: 1 per turn: 1d10+4	

FORWARD HITS	
1-3:	Deflector Shield
4-5:	Medium Phaser
6-8:	Light Phaser
9-18:	Forward Structure
19-20:	PRIMARY Hit

SPECIAL NOTES	
Gravitic Drive System	
Impulse Drive	

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

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

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

HANGAR	
0 Fighters	
2 Shuttles	

Light Phaser Bank	
Class: Molecular	2
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	
Class: Molecular	2
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.	

ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Medium Phaser
	Light Phaser

