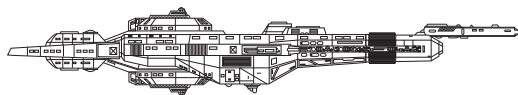


# Cardassian Hepta Escort Warship



SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2332	Turn Delay: 2/3 Speed	Stb/Port Defense: 14
Point Value: 430	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	
<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	
1-3:	Deflector Shield
4-7:	Light Phaser
8-18:	Forward Structure
19-20:	PRIMARY Hit

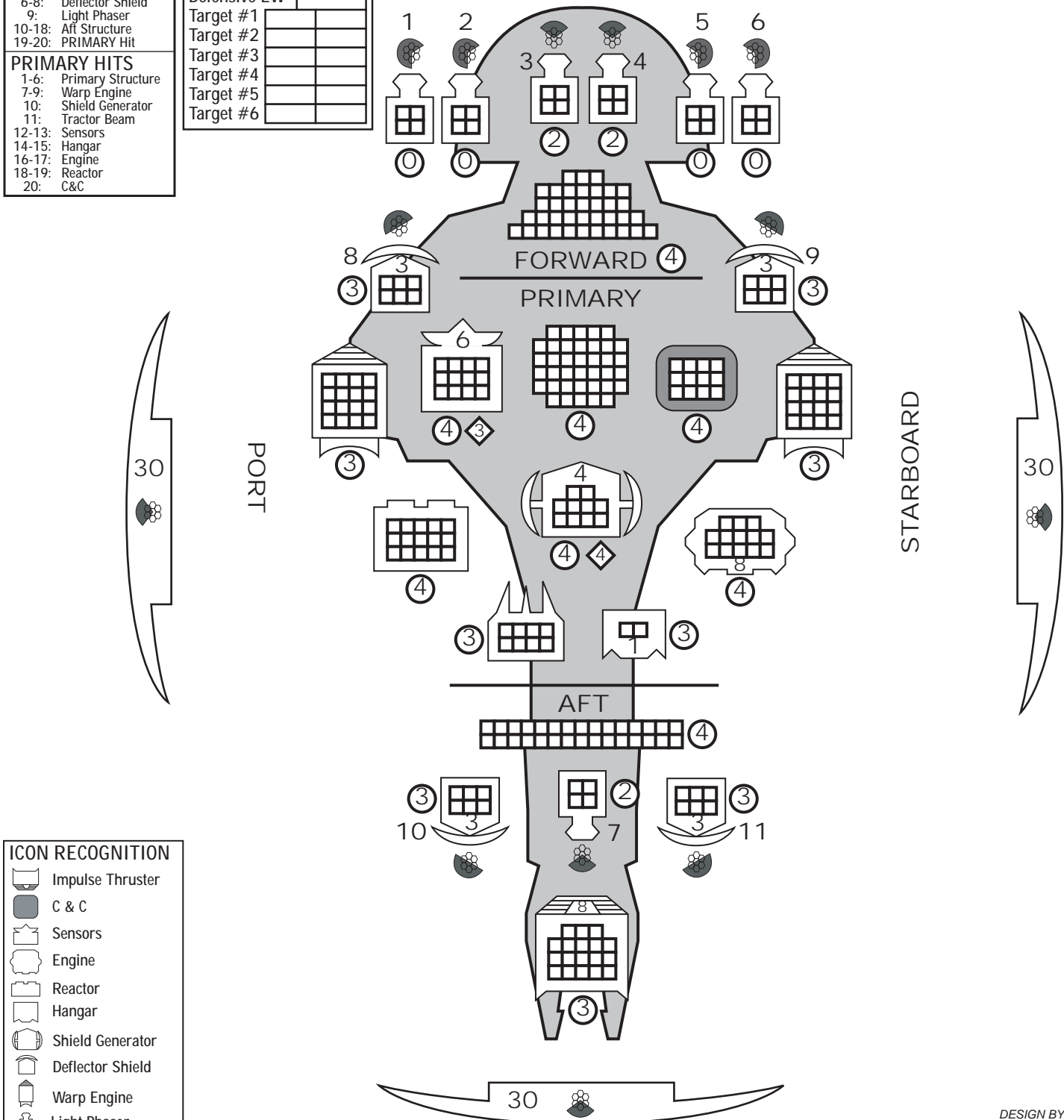
SPECIAL NOTES	
Gravitic Drive System	
Impulse Drive	

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



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