



# Cardassian Hutet Assault Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 17
In Service: 2365	Turn Delay: 4/3 Speed	Stb/Port Defense: 18
Point Value: 800	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 5/1
Ramming Factor: 280	Pivot Cost: 5+5 Thrust	Extra Power: 0
Warp Delay: 7 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	2 3 4 6 7 8 10 11 12 14 15 16	

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>Lt. Compressor Beam</b>	Class: Gravitic Mode: Raking Damage: 2d10+16 Range Penalty: -1 per 2 hexes Fire Control: +2/+1/-4 Intercept Rating: n/a Rate of Fire: 1 per 3 turns
<b>Photon Torpedo</b>	Class: Ballistic + Antimatter Mode: Standard Damage: X+10 Max X: 20 Max Range: 50 hexes Fire Control: +4/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 2 turns

**FORWARD HITS**  
1-3: Deflector Shield  
4-6: Compressor Beam  
7-9: Photon Torpedo  
10-18: Forward Structure  
19-20: PRIMARY Hit

**SPECIAL NOTES**  
Restricted Deployment (10%)  
Combat Transporters (+2)  
Gravitic Drive System  
Impulse Drive

**SIDE HITS**  
1-2: Impulse Thruster  
3-4: Lt Compressor Bm  
5: Tractor Beam  
6-8: Light Phaser  
9-11: Warp Engine  
12-18: Port/Stb Structure  
19-20: PRIMARY Hit

**SENSOR DATA**

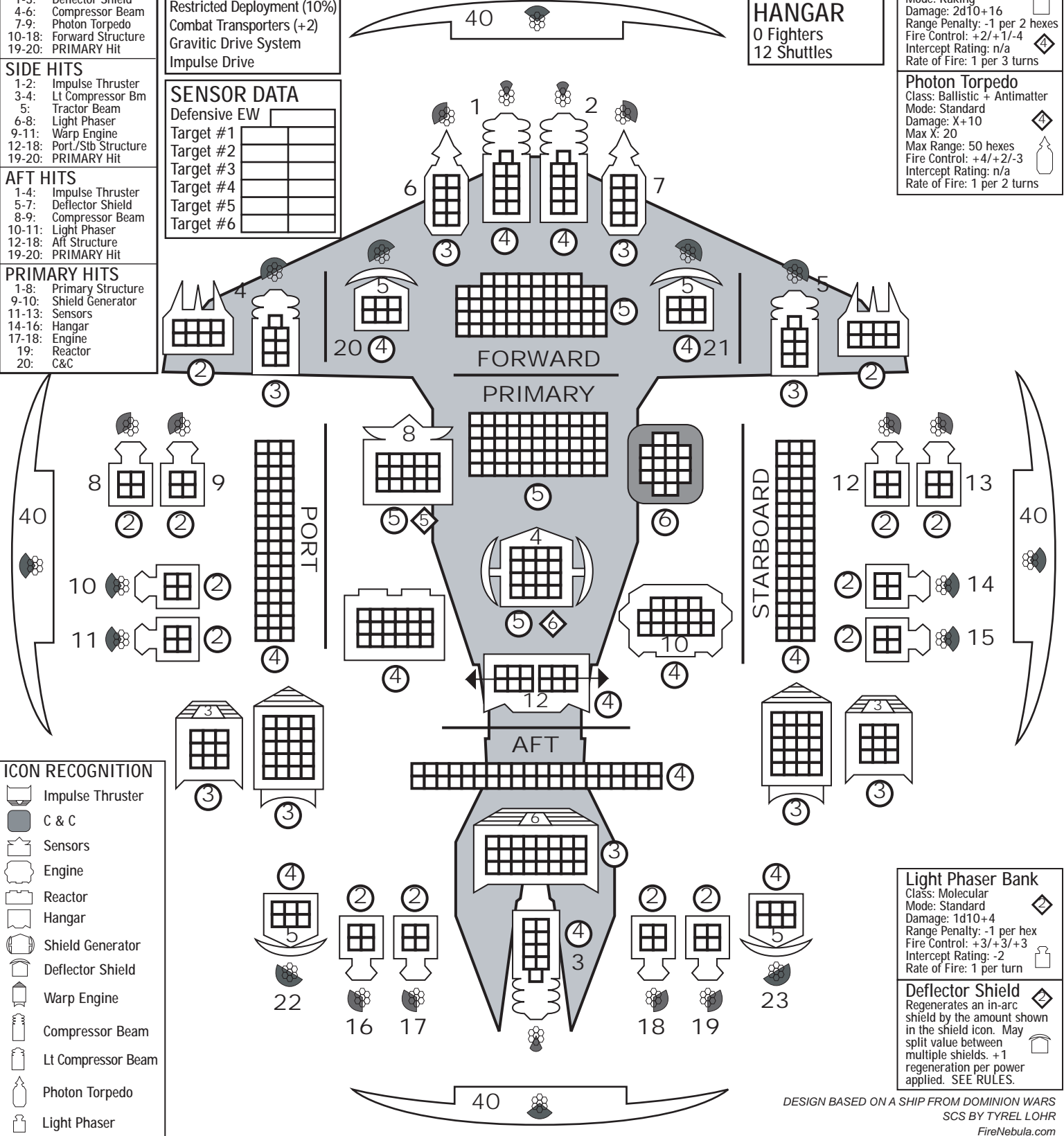
Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

**AFT HITS**  
1-4: Impulse Thruster  
5-7: Deflector Shield  
8-9: Compressor Beam  
10-11: Light Phaser  
12-18: Aft Structure  
19-20: PRIMARY Hit

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

**HANGAR**  
0 Fighters  
12 Shuttles



**ICON RECOGNITION**

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

<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.