



# Cardassian Neterok Raiding Destroyer

SPECS	MANEUVERING	COMBAT STATS
Class: Medium Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 13
In Service: 2337	Turn Delay: 2/3 Speed	Stb/Port Defense: 13
Point Value: 300	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 70	Pivot Cost: 2+2 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 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	
1-2:	Deflector Shield
3-6:	Light Phaser
7-17:	Structure
18-20:	PRIMARY Hit

AFT HITS	
1-3:	Impulse Thruster
4-5:	Deflector Shield
6-8:	Light Phaser
9-17:	Structure
18-20:	PRIMARY Hit

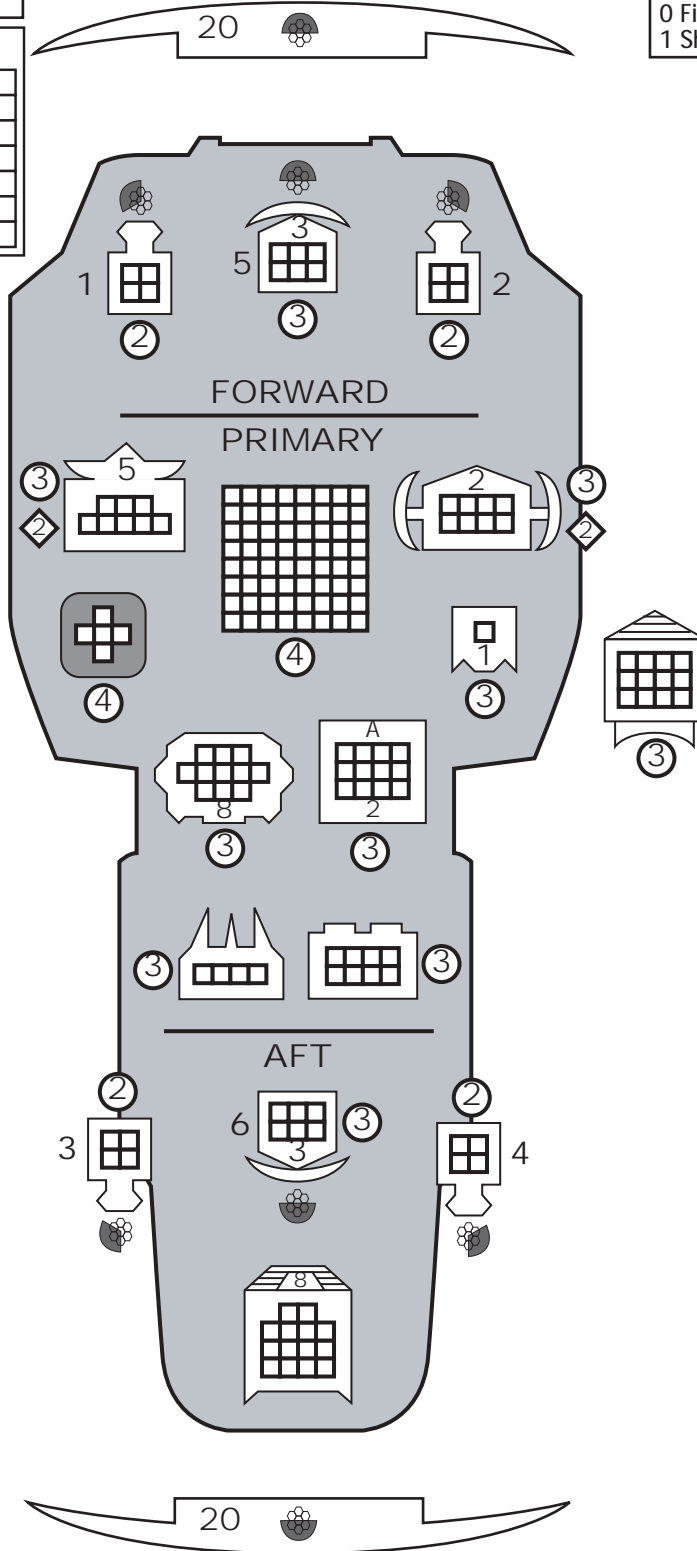
PRIMARY HITS	
1-6:	Warp Engine
7-9:	Shield Generator
10-11:	Cargo
12-13:	Tractor Beam
14-15:	Sensors
16:	Hangar
17-18:	Engine
19:	Reactor
20:	C&C

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  
1 Shuttle



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