

Cardassian Norin Light Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 14
In Service: 2357	Turn Delay: 1/2 Speed	Stb/Port Defense: 14
Point Value: 410	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 100	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 7 Turns	Roll Cost: 1+1 Thrust	Initiative Bonus: +7
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA	
Lt. Compressor Beam	
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	

Photon Torpedo	
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	

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	
1-3:	Deflector Shield
4-6:	Lt Compressor Bm
7-8:	Photon Torpedo
9-10:	Light Phaser
11-18:	Forward Structure
19-20:	PRIMARY Hit

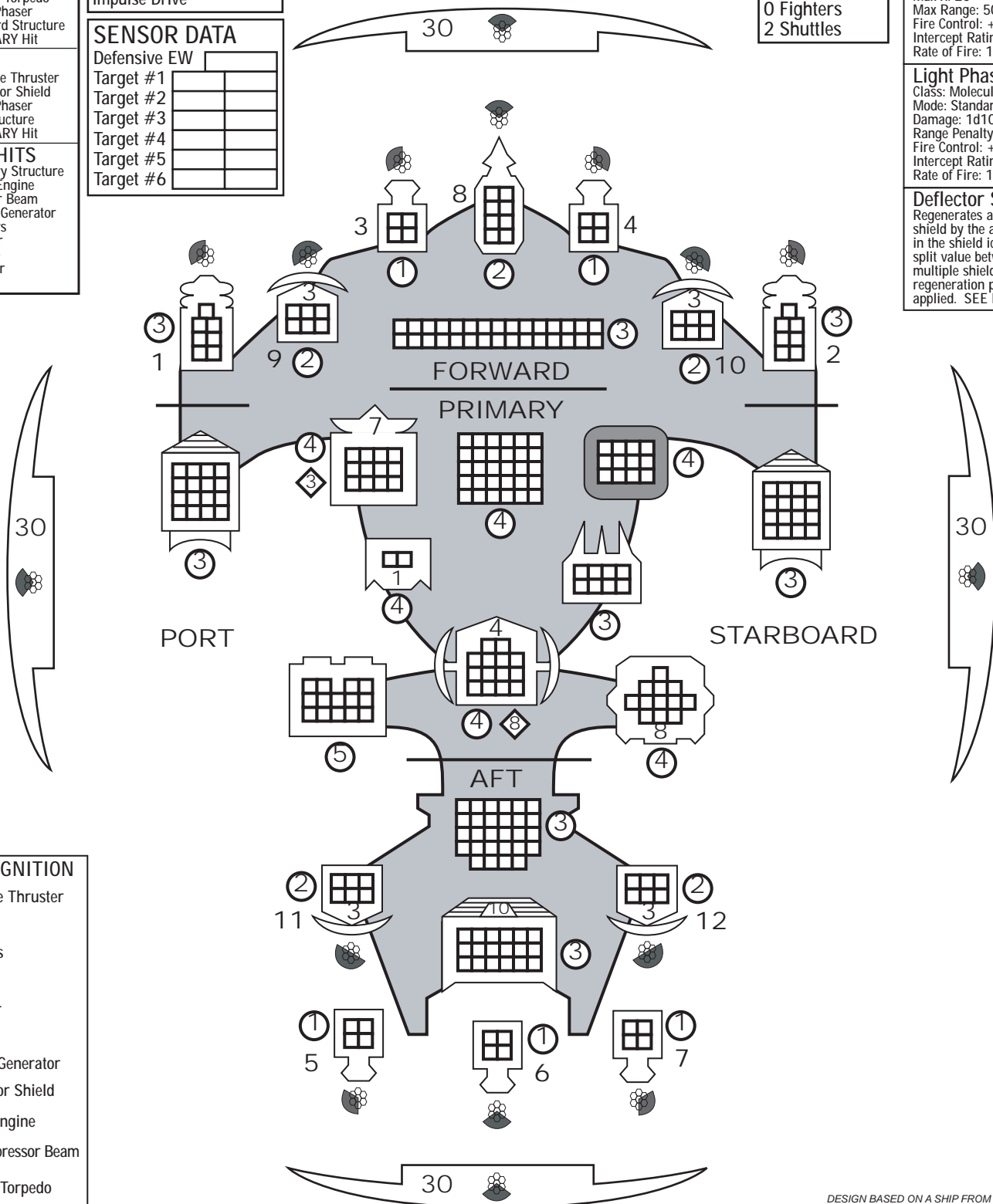
SPECIAL NOTES	
Gravitic Drive System	
Impulse Drive	

AFT HITS	
1-4:	Impulse Thruster
5-7:	Deflector Shield
8-10:	Light Phaser
11-18:	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
7-10:	Warp Engine
11:	Tractor Beam
12-13:	Shield Generator
14-15:	Sensors
16:	Hangar
17-18:	Engine
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
	Lt Compressor Beam
	Photon Torpedo
	Light Phaser