

Cardassian Aberax Destroyer

SPECS		MANEUVERING		COMBAT STATS	
Class: Medium Ship		Turn Cost: 1/2 Speed		Fwd/Aft Defense: 14	
In Service: 2345		Turn Delay: 2/3 Speed		Stb/Port Defense: 14	
Point Value: 450		Accel/Decel Cost: 2 Thrust		Engine Efficiency: 5/1	
Ramming Factor: 80		Pivot Cost: 2+2 Thrust		Extra Power: 0	
Warp Delay: 7 Turns		Roll Cost: 2+2 Thrust		Initiative Bonus: +12	
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 Del ay	1 2 2 3 4 4 5 6 6 7 8 8

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	

Light Photon Torpedo	
Class: Ballistic + Antimatter	
Mode: Standard	
Damage: X+10	
Max X: 10	
Range Penalty: None	
Max Range: 35 hexes	
Fire Control: +3/+1/-2	
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	

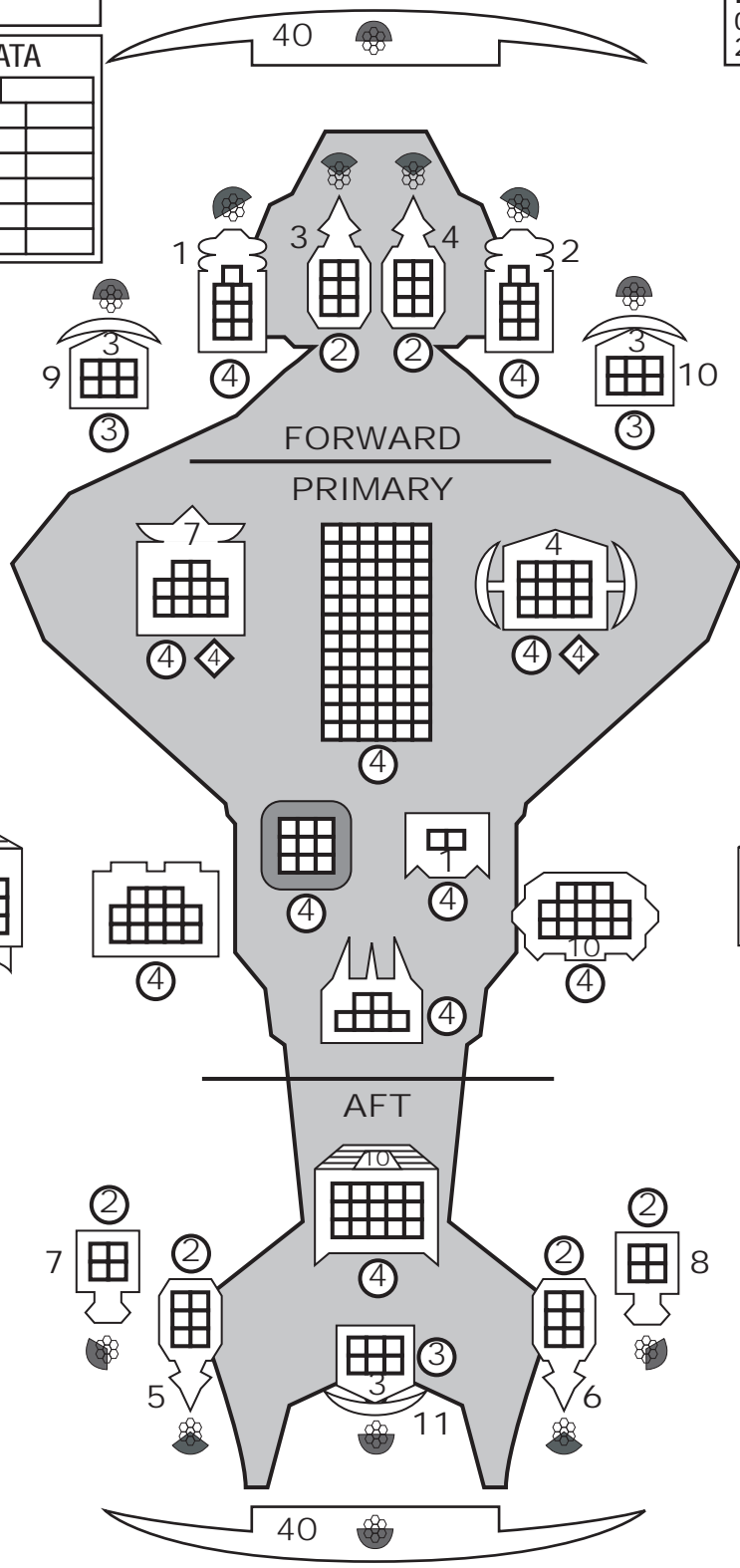
Deflector Shield	
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +1 regeneration per power applied. SEE RULES.	

HANGAR
0 Fighters
2 Shuttles

FORWARD HITS	
1-3:	Deflector Shield
4-6:	Lt Compressor Bm
7-8:	Lt Photon Torpedo
9-17:	Structure
18-20:	PRIMARY Hit
AFT HITS	
1-4:	Impulse Thruster
5-6:	Deflector Shield
7-8:	Lt Photon Torpedo
9-10:	Light Phaser
11-17:	Structure
18-20:	PRIMARY Hit
PRIMARY HITS	
1-5:	Warp Engine
6-8:	Shield Generator
9-10:	Tractor Beam
11-13:	Sensors
14-15:	Hangar
16-17:	Engine
18-19:	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	



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