

# Cardassian Bel'shan Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 13
In Service: 2336	Turn Delay: 2/3 Speed	Stb/Port Defense: 14
Point Value: 380	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 120	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 10 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>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
<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	
1-4:	Deflector Shield
5-7:	Photon Torpedo
8-10:	Light Phaser
11-18:	Forward Structure
19-20:	PRIMARY Hit

AFT HITS	
1-6:	Impulse Thruster
7-9:	Deflector Shield
10-11:	Light Phaser
12-18:	Aft Structure
19-20:	PRIMARY Hit

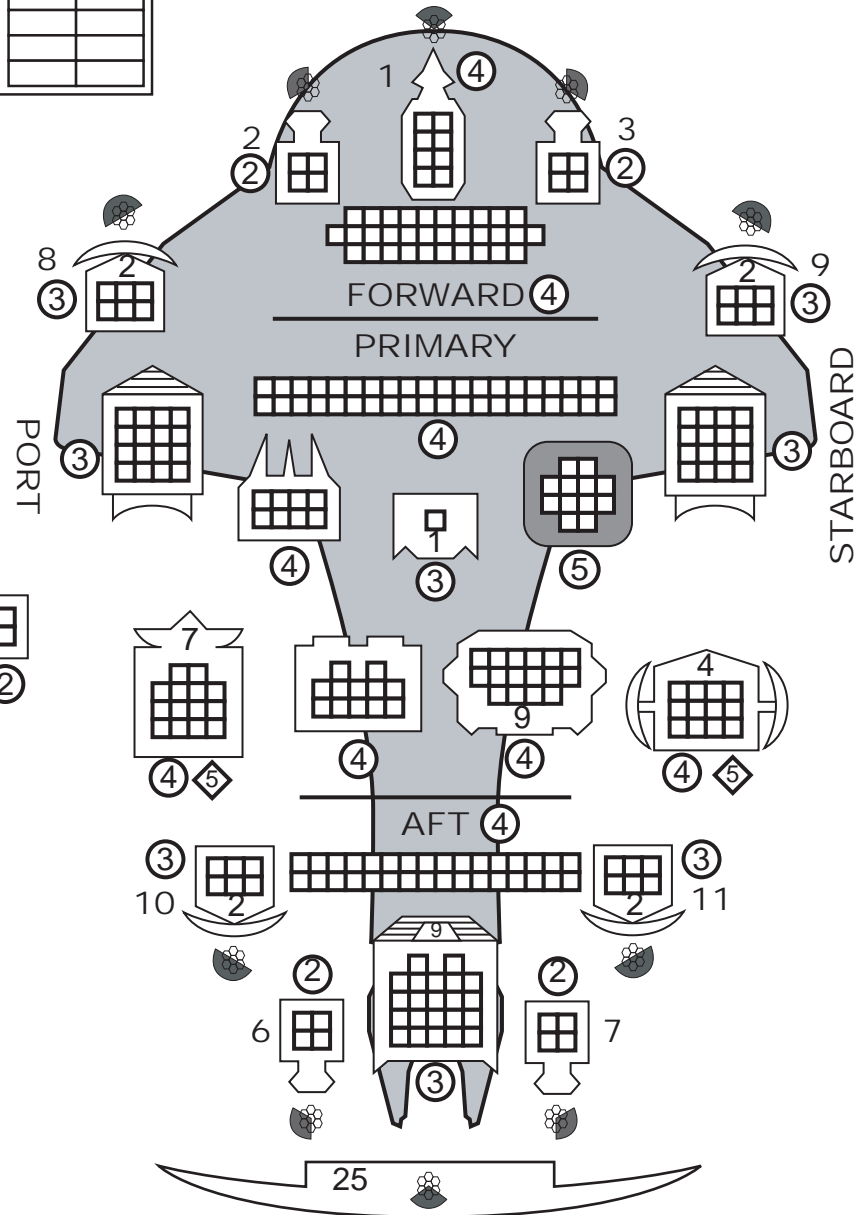
PRIMARY HITS	
1-6:	Primary Structure
7-8:	Warp Engine
9-10:	Light Phaser
11-12:	Shield Generator
13:	Tractor Beam
14-15:	Sensors
16:	Hangar
17-18:	Engine
19:	Reactor
20:	C&C

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
	Shield Generator
	Deflector Shield
	Warp Engine
	Photon Torpedo
	Light Phaser