



# Cardassian Chakor War Scout

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1 x Speed	Fwd/Aft Defense: 15
In Service: 2337	Turn Delay: 2/3 Speed	Stb/Port Defense: 14
Point Value: 525	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 150	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 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8	

WEAPON DATA	
<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	
Range Penalty: -1 per 5 hexes	
Max Range: 50 hexes	
Fire Control: +4/+2/-3	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	

<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	
1-3: Deflector Shield	
4-7: Lt Compressor Bm	
8: Photon Torpedo	
9-18: Forward Structure	
19-20: PRIMARY Hit	

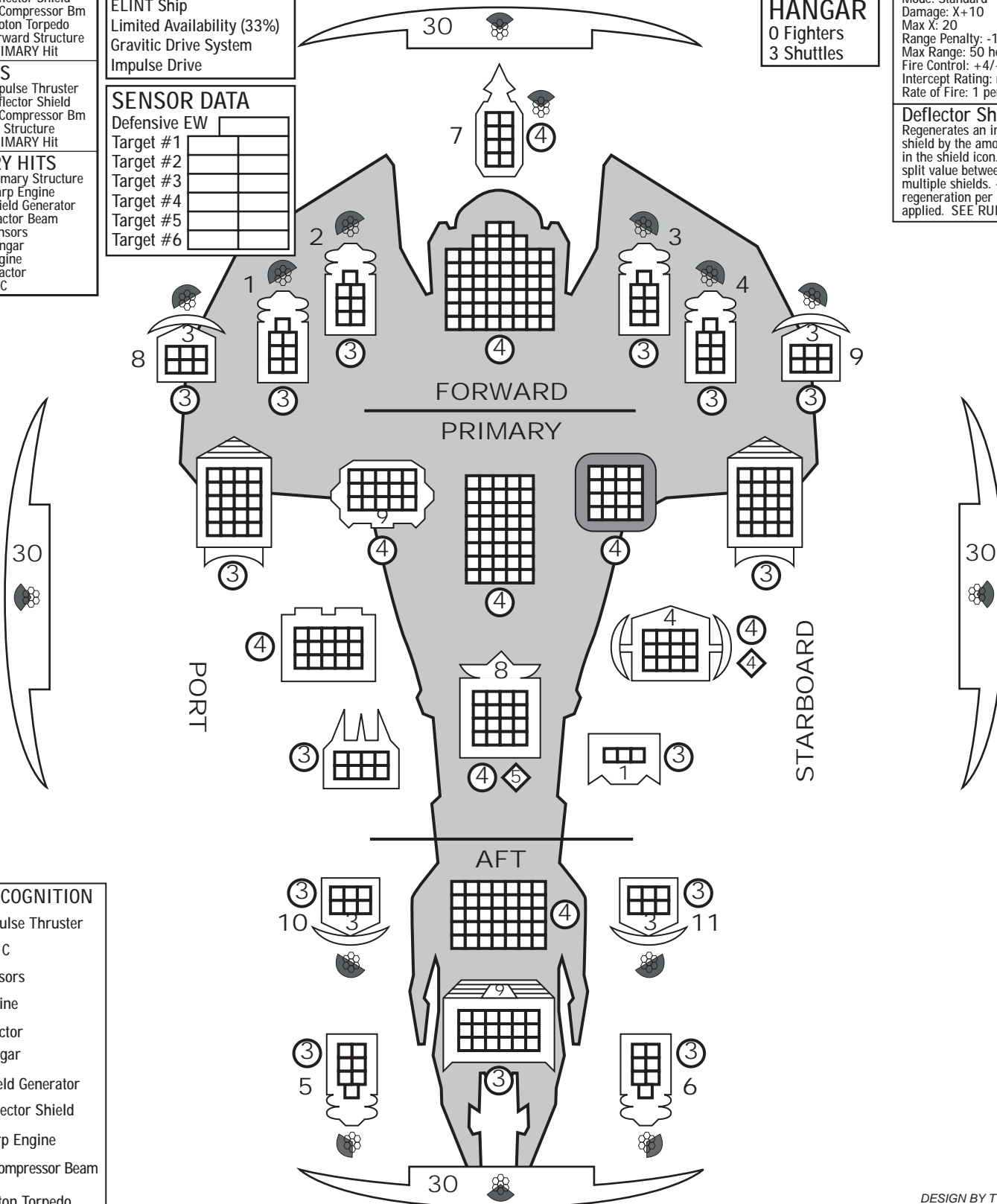
SPECIAL NOTES	
ELINT Ship	
Limited Availability (33%)	
Gravitic Drive System	
Impulse Drive	

AFT HITS	
1-5: Impulse Thruster	
6-7: Deflector Shield	
8-9: Lt Compressor Bm	
10-18: 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	
7-9: Warp Engine	
10: Shield Generator	
11: Tractor Beam	
12-14: Sensors	
15: Hangar	
16-17: Engine	
18-19: Reactor	
20: C&C	

**HANGAR**  
0 Fighters  
3 Shuttles



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