



Cardassian Dutar Heavy Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14
In Service: 2284	Turn Delay: 2/3 Speed	Stb/Port Defense: 16
Point Value: 435	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 120	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 11 Turns	Roll Cost: 3+3 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	
Heavy Gravitic Disruptor	Class: Gravitic Mode: Standard Damage: 1d10+2 Range Penalty: -1 per 3 hexes Fire Control: +4/+0/-1 Intercept Rating: -1 Rate of Fire: 2 per turn Special: If unfired, can take three shots on the following turn.
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 Phaser	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:	Hvy Grav Disruptor
7-8:	Lt Compressor Bm
9-10:	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

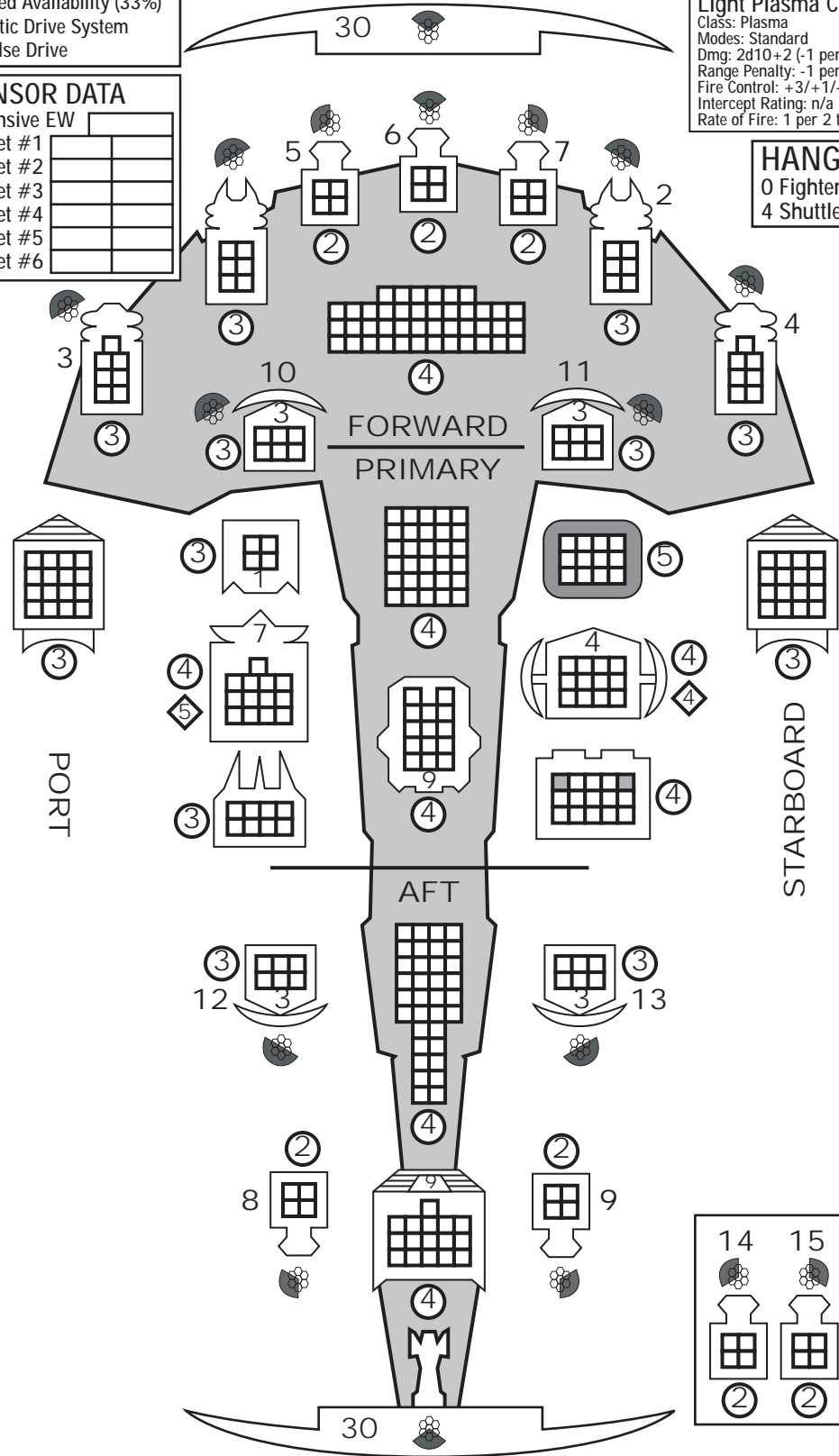
PRIMARY HITS	
1-8:	Primary Structure
9-11:	Warp Engine
12:	Shield Generator
13:	Tractor Beam
14-15:	Sensors
16:	Hangar
17-18:	Engine
19:	Reactor
20:	C&C

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

SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

Light Plasma Cannon	
Class:	Plasma
Modes:	Standard
Dmg:	2d10+2 (-1 per 2 hexes)
Range Penalty:	-1 per hex
Fire Control:	+3/+1/-5
Intercept Rating:	n/a
Rate of Fire:	1 per 2 turns

HANGAR
0 Fighters
4 Shuttles



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Heavy Gravitic Disruptor
	Lt Compressor Beam
	Light Phaser
	Lt Plasma Cannon

Early Dutar

From 2284 - 2328, the Dutar was armed with plasma based weapons rather than gravitic weapons as shown on the SCS. For scenarios played before 2329 make the following changes:

1. Replace Heavy Gravitic Disruptors 1 and 2 with Light Plasma Cannons 1, 2, 3, and 4.
2. Replace Light Compressor Beams 3 and 4 with Light Phasers 14 and 15.
3. Reduce the Sensor Rating from 7 to 6.
4. Delete two reactor boxes.
5. Unlimited Deployment Unit

