

Cardassian Galor-II Heavy Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 14
In Service: 2372	Turn Delay: 3/4 Speed	Stb/Port Defense: 15
Point Value: 580	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 170	Pivot Cost: 3+3 Thrust	Extra Power: 0
Warp Delay: 8 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 3 3 4 5 6 6 7 8 9 9	

WEAPON DATA

- Dual Compressor Beam**
Class: Gravitic
Mode: R, S
Damage: 3d10+24
Range Penalty: -1 per 3 hexes
Fire Control: +3/+0/-5
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Can hold two shots, firing them all at once or separately. Can be targeted on the same or different targets.
- Compressor Beam**
Class: Gravitic
Mode: R, S
Damage: 3d10+24
Range Penalty: -1 per 3 hexes
Fire Control: +3/+0/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 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

- ### FORWARD HITS
- 1-2: Deflector Shield
 - 3-5: Dual Compressor
 - 6-7: Photon Torpedo
 - 8-10: Light Phaser
 - 11-18: Forward Structure
 - 19-20: PRIMARY Hit

- ### SPECIAL NOTES
- Gravitic Drive System
 - Impulse Drive

- ### AFT HITS
- 1-5: Impulse Thruster
 - 6-7: Deflector Shield
 - 8-9: Compressor Beam
 - 10-12: Light Phaser
 - 13-18: Aft Structure
 - 19-20: PRIMARY Hit

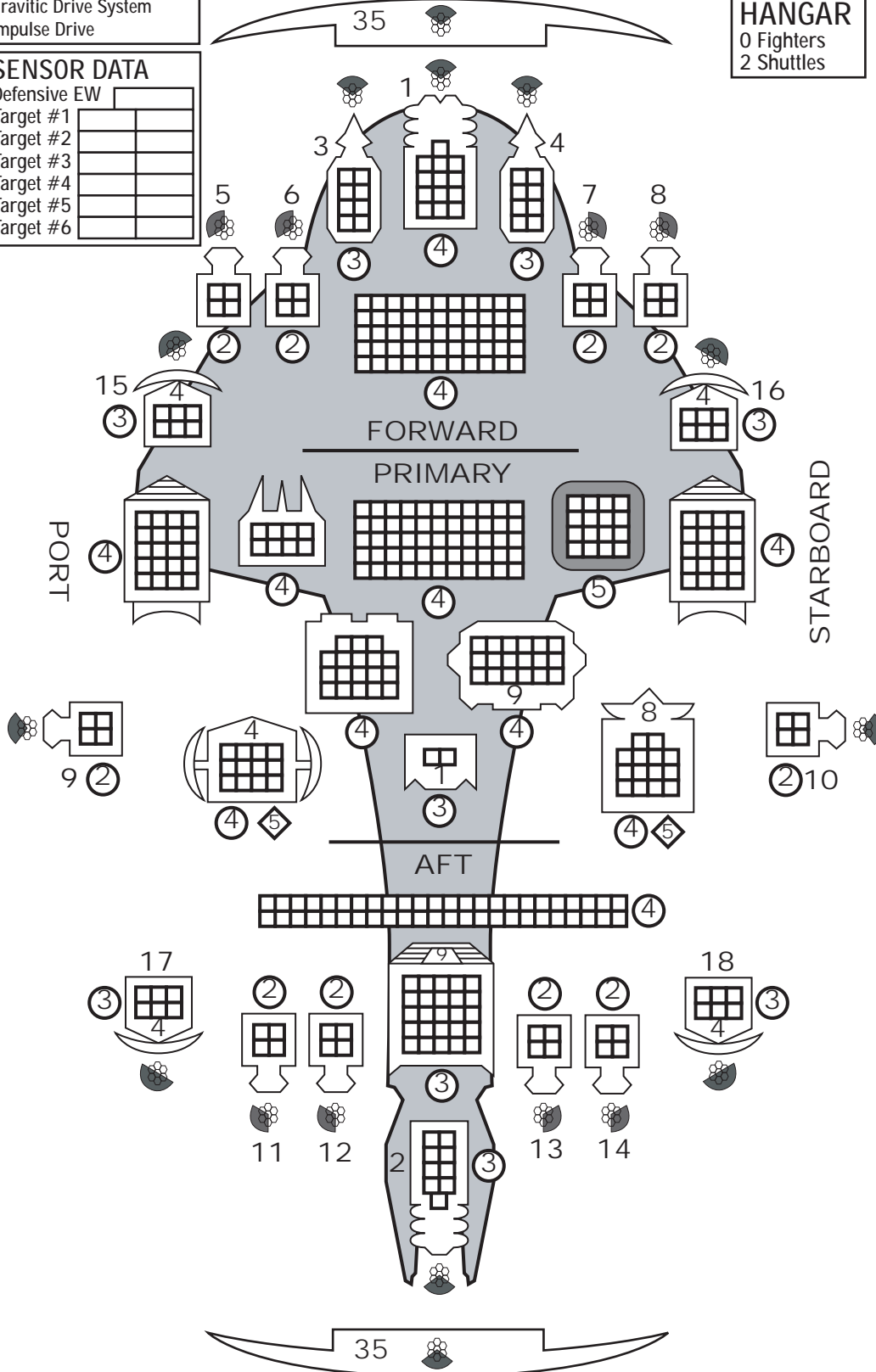
SENSOR DATA

Defensive EW

Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

- ### PRIMARY HITS
- 1-6: Primary Structure
 - 7-8: 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

HANGAR
0 Fighters
2 Shuttles



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Dual Compressor Beam
- Compressor Beam
- Photon Torpedo
- Light Phaser

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.