



Cardassian Keldon Dreadnought

SPECS		MANEUVERING		COMBAT STATS								
Class: Capital Ship		Turn Cost: 3/4 Speed		Fwd/Aft Defense: 15								
In Service: 2365		Turn Delay: 3/4 Speed		Stb/Port Defense: 17								
Point Value: 850		Accel/Decel Cost: 4 Thrust		Engine Efficiency: 5/1								
Ramming Factor: 200		Pivot Cost: 3+3 Thrust		Extra Power: 0								
Warp Delay: 7 Turns		Roll Cost: 3+3 Thrust		Initiative Bonus: +1								
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	3	4	5	6	6	7	8	9	9
Turn Delay	1	2	3	3	4	5	6	6	7	8	9	9

WEAPON DATA	
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	
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	
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	
1-3:	Deflector Shield
4-7:	Compressor Beam
8-10:	Photon Torpedo
11-18:	Forward Structure
19-20:	PRIMARY Hit

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

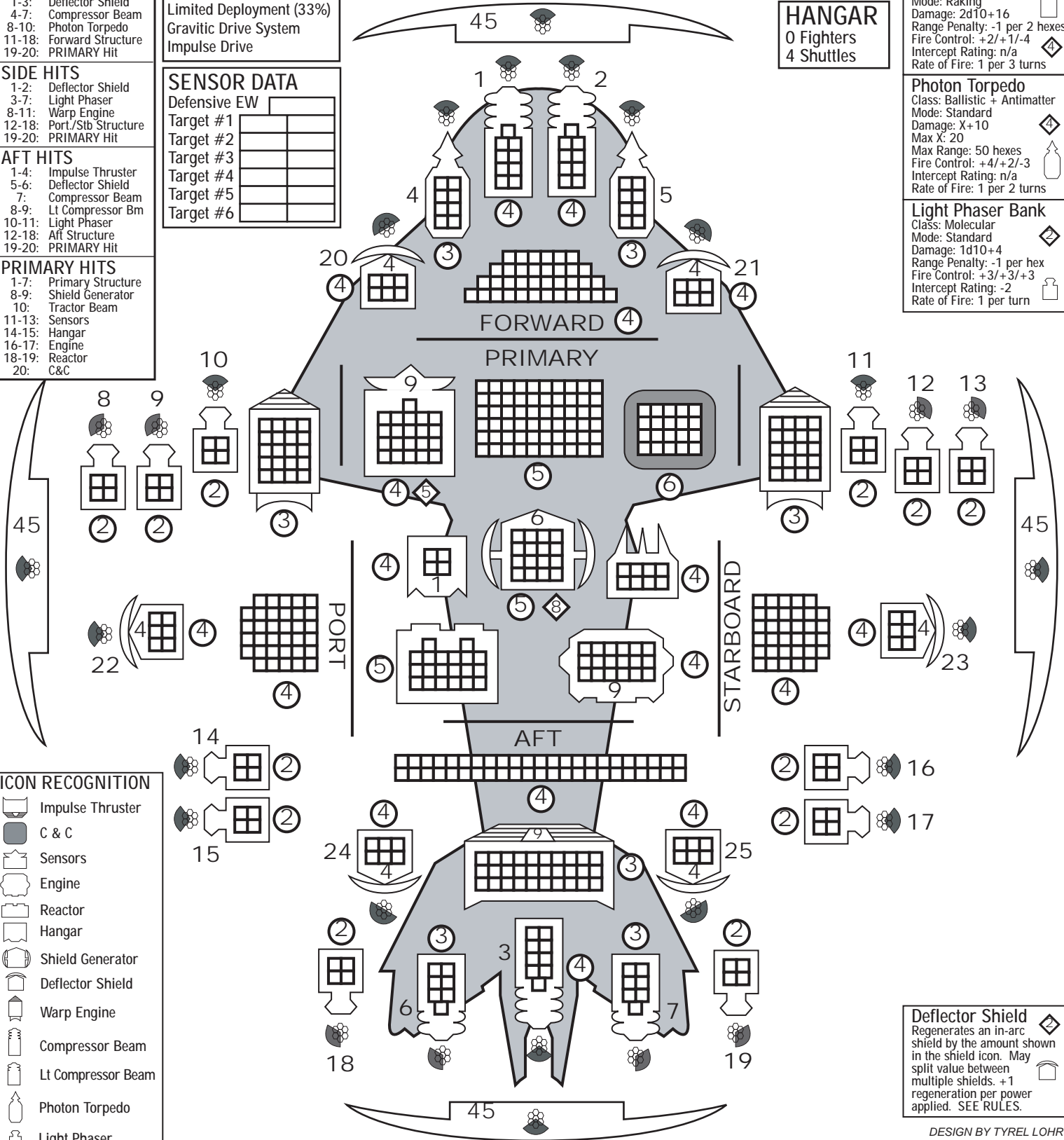
SIDE HITS	
1-2:	Deflector Shield
3-7:	Light Phaser
8-11:	Warp Engine
12-18:	Port/Stb Structure
19-20:	PRIMARY Hit

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

AFT HITS	
1-4:	Impulse Thruster
5-6:	Deflector Shield
7:	Compressor Beam
8-9:	Lt Compressor Bm
10-11:	Light Phaser
12-18:	Aft Structure
19-20:	PRIMARY Hit

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

HANGAR
0 Fighters
4 Shuttles



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