



Cardassian Pro'met Battlecruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1 x Speed	Fwd/Aft Defense: 14
In Service: 2356	Turn Delay: 3/4 Speed	Stb/Port Defense: 15
Point Value: 550	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 4/1
Ramming Factor: 190	Pivot Cost: 3+3 Thrust	Extra Power: 0
Warp Delay: 8 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +0

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	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

FORWARD HITS	
1-3:	Deflector Shield
4-7:	Compressor Beam
8-9:	Photon Torpedo
10:	Light Phaser
11-18:	Forward Structure
19-20:	PRIMARY Hit

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

SIDE HITS	
1-2:	Deflector Shield
3-6:	Light Phaser
7-9:	Light Compressor
10-11:	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	
1-5:	Impulse Thruster
6-7:	Deflector Shield
8:	Light Phaser
9-10:	Photon Torpedo
11-18:	Aft Structure
19-20:	PRIMARY Hit

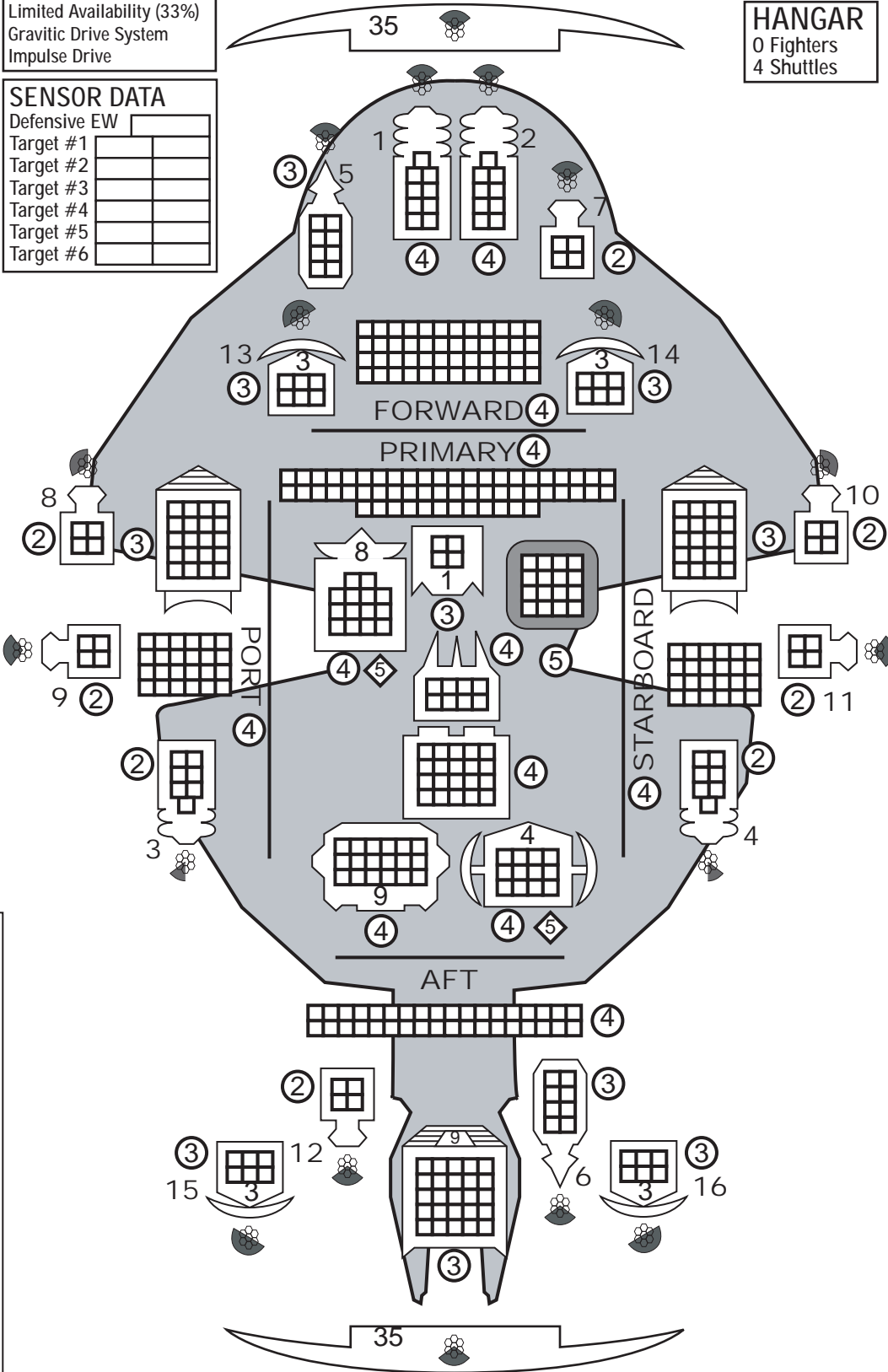
PRIMARY HITS	
1-7:	Primary Structure
8-9:	Shield Generator
10:	Tractor Beam
11-13:	Sensors
14-15:	Hangar
16-17:	Engine
18-19:	Reactor
20:	C&C

HANGAR
0 Fighters
4 Shuttles

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
--------------------------	---

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.
-------------------------	--



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