



Cardassian Galor Cruiser

SPECS

Class: Hvy Combat Vsl
In Service: 2349
Point Value: 450
Ramming Factor: 130
Warp Delay: 8 Turns

MANEUVERING

Turn Cost: 2/3 Speed
Turn Delay: 3/4 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 2+2 Thrust

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 4/1
Extra Power: 0
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

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
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.

FORWARD HITS

1-2: Deflector Shield
3-5: Compressor Beam
6-8: Photon Torpedo
9-10: Light Phaser
11-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

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

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

SPECIAL NOTES

Gravitic Drive System
Impulse Drive

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

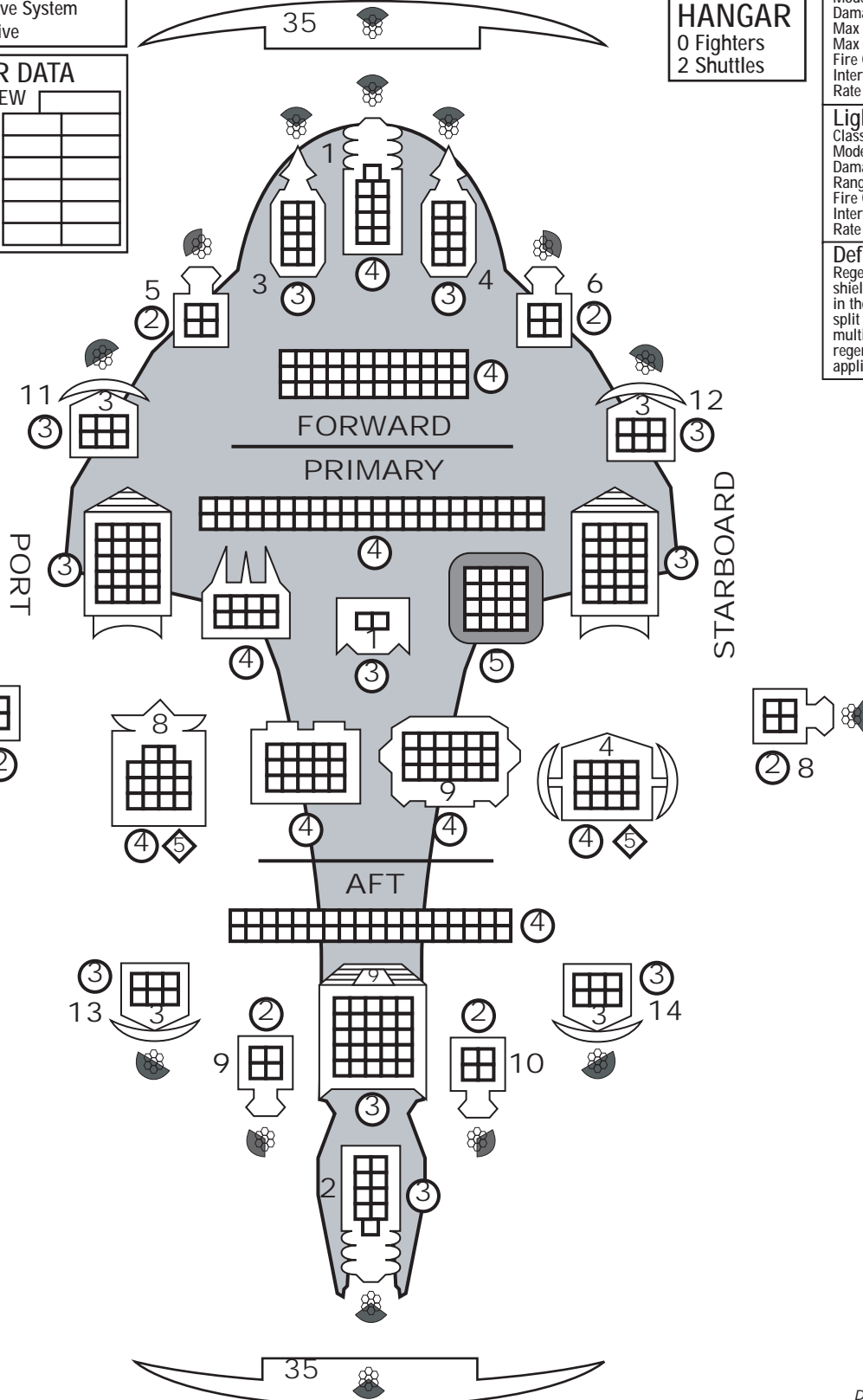
Target #4

Target #5

Target #6

HANGAR

0 Fighters
2 Shuttles



ICON RECOGNITION

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