

Cardassian Keldon Dreadnought

SPECS

Class: Capital Ship
In Service:
Point Value: 725
Ramming Factor: 200
Warp Delay: 7 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 17
Engine Efficiency: 5/1
Extra Power: 0
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: +3/+0/-5
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

SIDE HITS

1-2: Deflector Shield
3-6: Light Phaser
7-11: Warp Engine
12-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-5: Impulse Thruster
6-7: Deflector Shield
8: Compressor Beam
9-11: Lt. Compressor Bm
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

SPECIAL NOTES

Limited Deployment (33%)
Gravitic Drive System
Impulse Drive

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

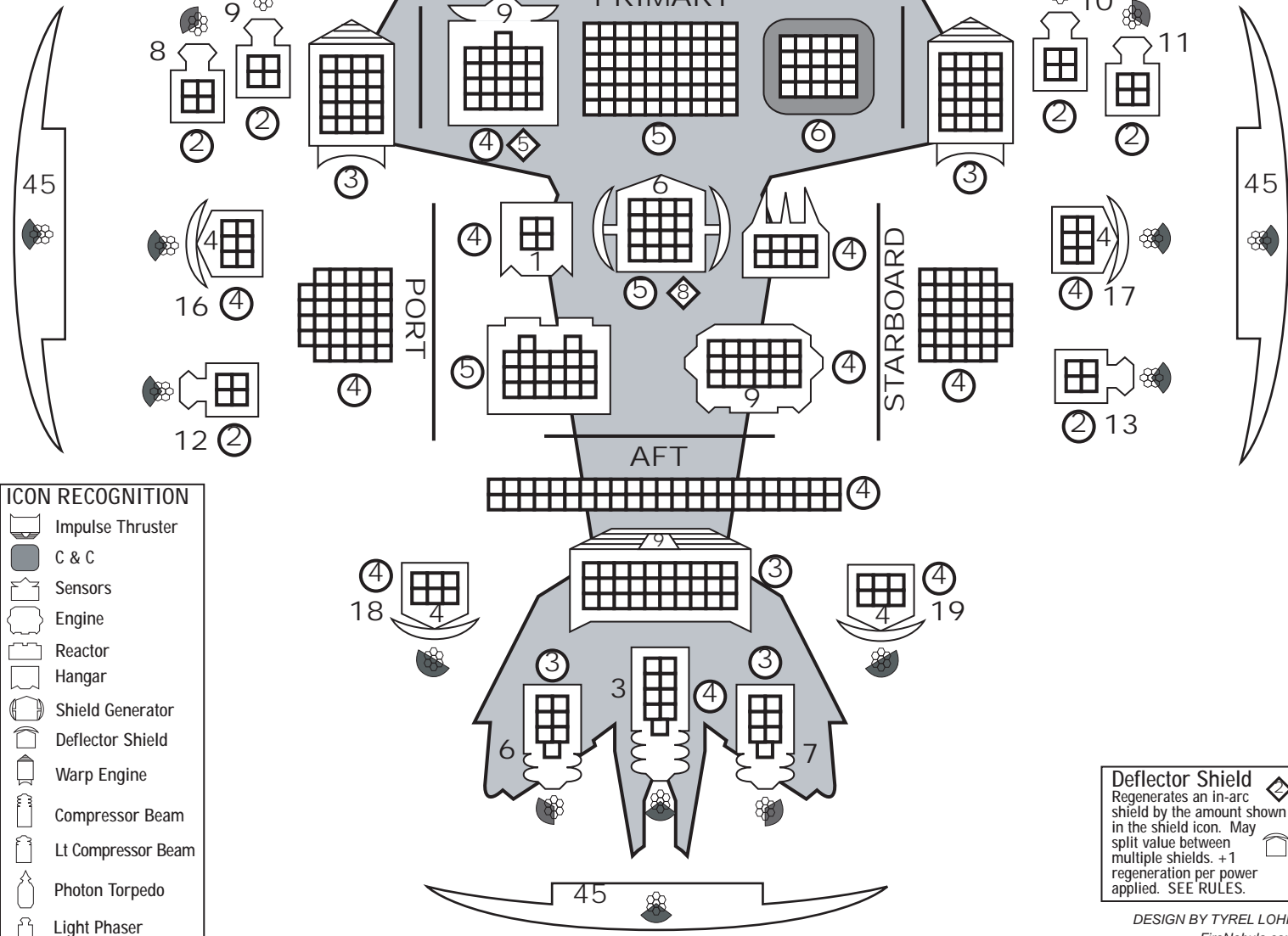
Target #5

Target #6

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.