

Cardassian Dreadnought (4)

SPECS

Class: Lt. Combat Vsl
In Service: 2270
Point Value: 950 each
Ramming: 250/100/50*
Warp Delay: 6 Turns

MANEUVERING

Turn Cost: 1/4 Speed
Turn Delay: 1/4 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 11
Stb/Port Defense: 14
Engine Efficiency: 2/1
Extra Power: +0
Initiative Bonus: +14

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
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

HIT LOCATIONS

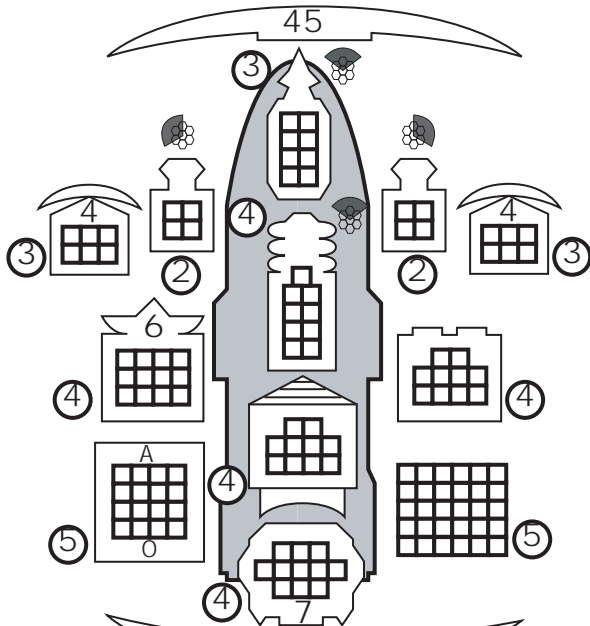
- 1-7: Structure
- 8-9: Warp Engine
- 10-11: Photon Torpedo
- 12-13: Light Phaser
- 14: Compressor Beam
- 15: Cargo Bay
- 16-17: Drive
- 18: Reactor
- 19: Control
- 20: Deflector Shield

SPECIAL NOTES

Restricted Deployment (10%)
Atmospheric Capable
Gravitic Drive System
Impulse Drive

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.



← DREADNOUGHT #1

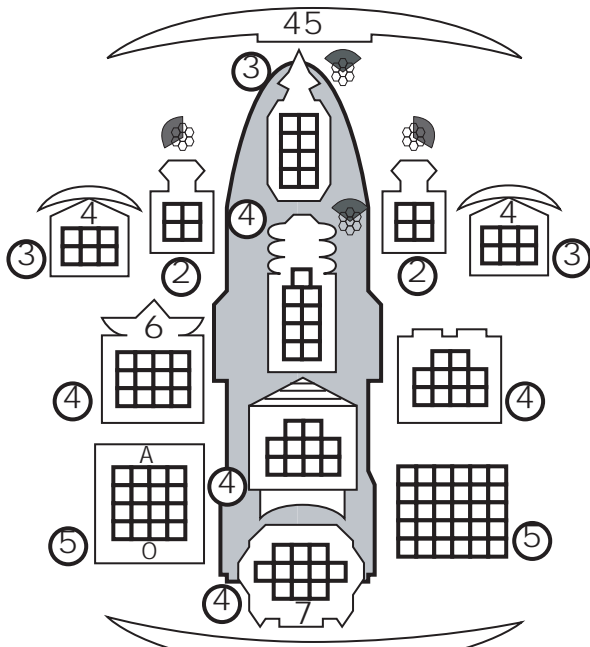
SENSOR DATA

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

DREADNOUGHT #2 →

SENSOR DATA

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



← DREADNOUGHT #3

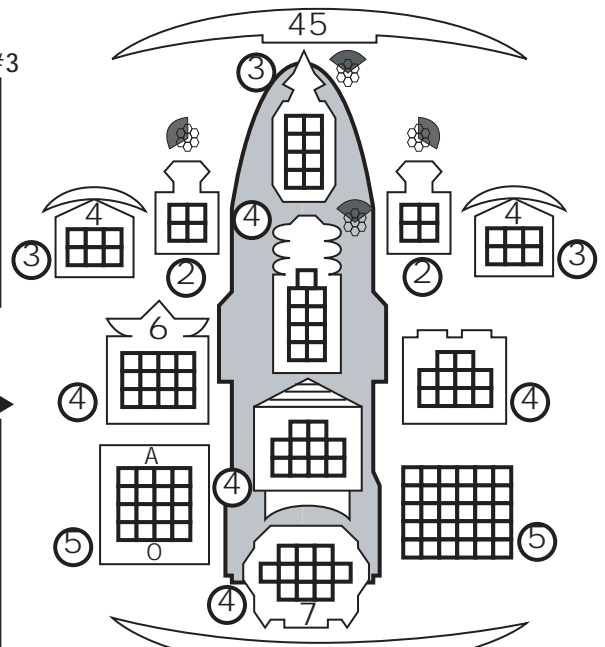
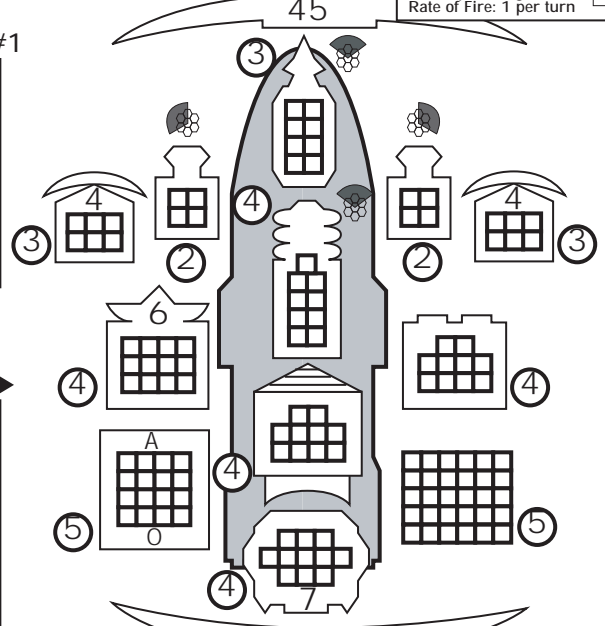
SENSOR DATA

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

DREADNOUGHT #4 →

SENSOR DATA

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



ICON RECOGNITION

- Control
- Reactor
- Deflector Shield
- Photon Torpedo
- Drive
- Cloaking Device
- Warp Engine
- Light Disruptor

Cargo bay contains anti-matter.
If any damage is taken here roll a D10 for each point of damage.
If a 10 is rolled take full Ramming Factor damage to all units in appropriate hexes in flash mode. Dreadnought is destroyed.