Cardassian
Ship Recognition Manual
2386 Edition

Credits

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Star Trek Starship Combat Simulator Phase II
Rules and Klingon Ship Statistics compiled by:
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Galor Class Battlecruiser

Construction Data:

	Mk III	Mk IV
Model Number:	Mk III	Mk IV
Date Entered Service:	4/6507	4/7201
Hull Data:		
Superstructure Points:	78	90
Damage Chart:	B	B
Size:		
Length:	372 m	372 m
Width:	192 m	192 m
Height:	59 m	59 m
Transporters:		
Standard Six Person-	4	4
Emergency 22 Person-	5	5
Cargo, small-	3	3
Cargo, large-	1	1
Crew:	70 Officers	70 Officers
	210 Enlisted	210 Enlisted
Passengers:	20	20
Evacuation limit:	2,100	2,100
Shuttlecraft:	14	14
Engines and Power Data:		
Total Power Units Available:	152	176
Movement/Point Ratio:	4/1	4/1
Warp Engine Type:	CUWC-2	CUWA-2
Number:	2	2
Power Units Available:	38	55
Cruising Speed:	6	6
Emergency Speed:	9.6	9.6
Impulse Engine Type:	CII-2	CIA-2
Number:	1	3
Power Units Available:	32	22
Impulse Engine Type:	CIA-2	
Number:	2	
Power Units Available:	22	
Auxiliary Power:	16	18
Reserve Power:	8	9
Weapons and Firing Data:		
Beam Weapon Type:	CD-10	CD-10
Number:	18	20
Firing Arcs:	6 f, 3 f/p, 3 f/s, 6 a	6 f, 4 f/p, 4 f/s, 6 a
Chart	Y	Y
Max Power:	10	10
+3	(1-10)	(1-10)
+2	(11-17)	(11-17)
+1	(18-24)	(18-24)
Missile Weapon Type:	CP-6	CP-6
Number:	6	6
Firing Arcs:	4 f/p/s, 2 a	4 f/p/s, 2 a
Chart	R	R
Power to Arm:	1	1
Damage:	10	10
Shields Data:		
Deflector Shield Type:	CSK-2	CSX-1
Shield Point Ratio:	1/4	1/6
Max Shield Power:	18/side	18/side
Combat Efficiency:		
Point Value:	158	190
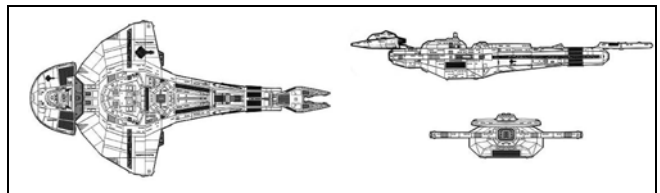
The origins of the *Galor*-class battlecruiser are found nearly 50 years ago, her development starting some time shortly after the invasion of Bajor and the beginning of the Cardassian's poisonous relationship with the Federation. Until that point, the Cardassians were a sector power relegated to reigning supreme in their own corner of the galaxy and were generally unable to project power far from their home bases. The development of the *Galor* changed that, and turned this once insignificant backwater power into one of the major players of Alpha Quadrant politics.

Early examples of the *Galor*-class were fairly short ranged and prone to technical problems stemming from flawed manufacturing quality control. The initial Mk I model was particularly prone to computer crashes and torpedo launcher breech faults that resulted in the loss of at least two line vessels. However, these issues were soon worked out, and within five years of their introduction to service Cardassian fleet yards were churning out dozens of copies.

By the time Starfleet was in open conflict with the Cardassians in the mid-2350s, the Mk II *Galor* was the standard line vessel of their fleet. In most respects, these vessels were comparable to Starfleet's currently operable *Excelsior* or *Onslaught*-class starships, but the Cardassians had learned to use greater numbers to their advantage.

The 2360s and early 2370s saw the introduction of the Mk III and IV *Galor*-class vessels respectively. These new units were in every way superior to older models, and by the time the Dominion War began all Mk II models had been withdrawn from service or upgraded to the Mk III standard. Greater power reserves and a respectable, sustainable maximum warp speed had brought these vessels into their own and did much to keep Starfleet and her allies off balance for the early part of the Dominion War. However, compared to other line warships of the time, the *Galor* continued to mount a shield system that was still badly underpowered and a sensor suite that was rudimentary at best. It was only through heavy support from their Dominion allies that the Cardassians were able to take the conflict as far as they did.

Following the war, it seemed that any former Gul or Legate with an axe to grind had his own personal fleet of *Galor*-class battlecruisers to call upon and they caused massive problems for the Federation in the years after. Following the joining of the remnants of the Obsidian Order with the Tzenkethi in the early 2380s, it was estimated that no less than a hundred fully operational *Galor*-class vessels made their way to join forces against the Federation. That this potential threat has yet to show itself in full open conflict against Starfleet is at the same time a relief and unnerving for those waiting for the resumption of hostilities.

Exact production numbers for the various *Galor*-class vessels are impossible to determine thanks to the loss of records following the fall of the Dominion Alliance, but it estimated that at lease ten Mk II, 60 Mk III and 30 Mk IV *Galors* remain in operation with the Obsidian Alliance.

Keldon Class Battlecruiser

Construction Data:

Model Number:	Mk I
Date Entered Service:	4/6903

Hull Data:

Superstructure Points:	80
Size:	
Length:	372 m
Width:	192 m
Height:	70 m
Transporters:	
Standard Six Person-	4
Emergency 22 Person-	5
Cargo, small-	3
Cargo, large-	1
Crew:	70 Officers
	395 Enlisted
Passengers::	20
Evasuation limit:	2,100
Shuttlecraft:	14

Engines and Power Data:

Total Power Units Available:	
Movement/Point Ratio:	5/1
Warp Engine Type:	CUWA-1
Number:	2
Power Units Available:	40
Cruising Speed:	6
Emergency Speed:	9.6
Impulse Engine Type:	CIJ-1
Number:	1
Power Units Available:	40
Impulse Engine Type:	CIB-1
Number:	2
Power Units Available:	18
Auxiliary Power:	16
Reserve Power:	

Weapons and Firing Data:

Beam Weapon Type:	CD-12
Number:	24
Firing Arcs:	6 f, 6 f/p, 6 f/s, 6 a
Chart	Y
Max Power:	6
+3	(1-15)
+2	(16-20)
+1	(21-24)
Missile Weapon Type:	CP-6
Number:	6
Firing Arcs:	4 f/p/s, 2 a
Chart	R
Power to Arm:	1
Damage:	10

Shields Data:

Deflector Shield Type:	CSS-M
Shield Point Ratio:	1/5
Max Shield Power:	25/side

Combat Efficiency:

Point Value:	177
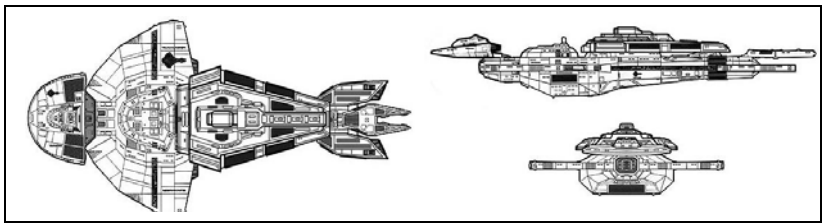
To the casual observer, the *Keldon*-class battlecruiser is an attempt to bridge the gap between the Mk III and Mk IV *Galor*-class vessels. In fact, that is exactly what the vessel started as, but as the initial specifications began to take shape the Cardassians in charge of the project chose to take their new creation in a slightly different direction. From a tactical standpoint, the *Galor*'s mission scope was far too narrow to lead their people into taking their rightful place among the great Alpha Quadrant powers. While the *Galor* was a competent warship, it was technologically simplistic and lacked a number of the refinements that many Starfleet vessels enjoyed. Namely, the Cardassians needed a ship that could act as a border tripwire with the long-range sensors and detection equipment that the fleet currently lacked. Even more, they desired to expand their territory, but the currently deployed fleet vessels lacked even the most rudimentary exploration capability. Finally, there was an increasing need for a vessel that could act in intelligence gathering operations, whether this be as long range scouts or deep raiders. It would take a number of years, but when the *Keldon*-class finally entered fleet service the Cardassians finally had all of this and more.

The *Keldon* is built along the same lines as the *Galor*-class with a number of structural and tactical differences. Most obviously is the dorsal "strongback" which houses a bewildering array of electronics, sensors, jammers and enhanced parallel processing computer storage arrays. While the interior remains just a cramped and unpleasant as the *Galor*-class, the *Keldon* is able to mount the bulky equipment without impacting the crew compliment.

The "strongback" comes in two different types. The first (and the most numerous to see service) contains an extensive electronics warfare package. These ships serve in a capacity akin to a mobile spaceborn warning vessel and mobile command post. The unit also contains its own micro-fusion reactor to provide power to its dependent systems and can put out a massive amount of interference to help scramble enemy sensors. The second type, which entered only limited deployment, features high-resolution long-range science scanners, extensive lab suites and fuel bunkers that more than double the *Keldon*'s cruising range.

The addition of all of this heavy equipment serves to limit the *Keldon*'s maneuverability somewhat, but the more robust power distribution system did allow for the mounting of slightly heavier shielding than the *Galor* and a novel rapid-fire disruptor array. The class was sited on more than once occasion as a formidable foe with the sensors and speed to decide a battle on her own terms, something that the Cardassians had struggled to do in the past.

Exact construction numbers for the *Keldon*-class vary thanks to unofficial production of a number of the vessels by the Obsidian Order in the early 2370s. However, it is known that no more than twenty examples of the class survived the Dominion War to see service with the Obsidian Alliance.

Katat Class Cruiser

Construction Data:
Model Number:	Mk V
Date Entered Service:	4/5402
Damage Chart:	B

Hull Data:
Superstructure Points:	50
Crew:	500
Passengers:	20
Shuttlecraft:	12

Engines and Power Data:
Total Power Units Available:	112
Movement/Point Ratio:	6/1
Warp Engine Type:	CINW-1
Number:	2
Power Units Available:	36
Cruising Speed:	6
Emergency Speed:	9.2
Impulse Engine Type:	CIJ-1
Number:	1
Power Units Available:	40
Auxiliary Power:	12
Reserve Power:	6

Weapons and Firing Data:
Beam Weapon Type:	CD-10
Number:	8
Firing Arcs:	2 f/p, 2 f/s, 2 p/a, 2 s/a
Chart	Y
Max Power:	10
+3	(1-10)
+2	(11-17)
+1	(18-24)
Missile Weapon Type:	CP-5
Number:	8
Firing Arcs:	2 f, 2 f/p, 2 f/s, 2 a
Chart	Q
Power to Arm:	2
Damage:	10

Shields Data:
Deflector Shield Type:	CSR-1
Shield Point Ratio:	1/4
Max Shield Power:	18/side

Combat Efficiency:
Point Value:	120
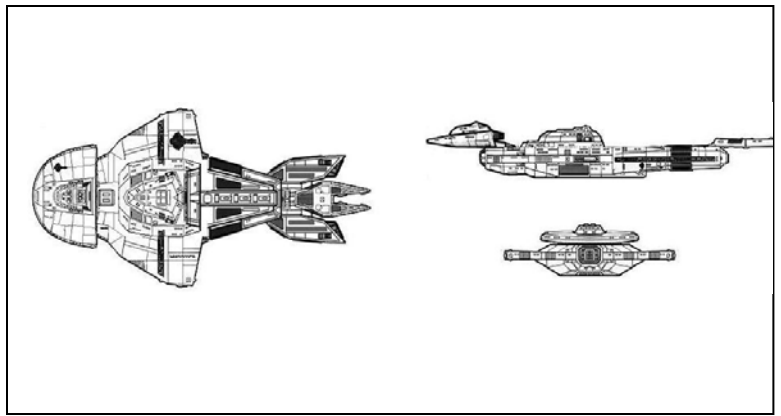
When the Cardassian Union entered the field of galactic politics by invading the neighboring system of Bajor in the early 2300s, it was the *Katat*-class cruiser that led the way. Although it has since been eclipsed by far more powerful vessels, the *Katat* has remained in service for the last century as a front line fleet support ship and interdiction craft. During the conflict with the Federation in the 2350s and the Dominion War in the 2370s, the *Katat* was used more as a heavy scout or screening vessel, duties more in line with its limited capabilities and firepower. The class suffered grievous casualties before the cessation of hostilities in 2375 and only a few examples survived the war.

The current model, the Mk V, was the last to enter service in 2354.


Hideki Class Scout/Patrol Ship

Construction Data:
Model Number:	Mk I
Date Entered Service:	4/5703
Damage Chart:	B

Hull Data:
Superstructure Points:	22
Crew:	38
Passengers:	2
Landing Capability:	Yes

Engines and Power Data:
Total Power Units Available:	44
Movement/Point Ratio:	2/1
Warp Engine Type:	CUWE-2
Number:	1
Power Units Available:	22
Cruising Speed:	6
Emergency Speed:	9.8
Impulse Engine Type:	CIA-1
Number:	1
Power Units Available:	22
Auxiliary Power:	4
Reserve Power:	2

Weapons and Firing Data:
Beam Weapon Type:	CD-15
Number:	6
Firing Arcs:	2 f/p, 2 f/s, 2 a
Chart	S
Max Power:	8
+3	(1-7)
+2	(8-12)
+1	(13-16)
Missile Weapon Type:	CP-5
Number:	3
Firing Arcs:	2 f/p/s, 1 a
Chart	Q
Power to Arm:	2
Damage:	10

Shields Data:
Deflector Shield Type:	CSD-1
Shield Point Ratio:	1/4
Max Shield Power:	16/side

Combat Efficiency:
Point Value:	59
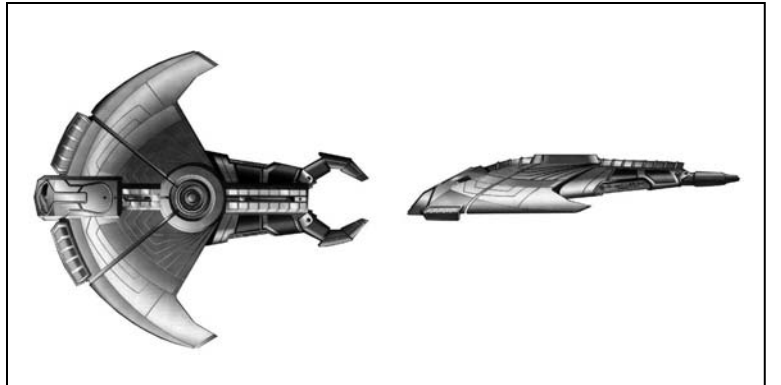
Cardassian technology was never able produce a scout vessel as technologically advanced as the Federation's *Argus* or *Heimdall*, or as stealthy as the Klingon *B'rell*, but the *Hideki* came close to achieving the middle ground. These small vessels were easy to produce and maintain in the field thanks to their rugged construction and retain enough utility to be versatile in a number of fleet support roles. Her lack of sophisticated long-range sensors is more a limitation of her hull size and available power, and the vessel was designed with a number of low observability technologies in mind. This allows the scout to close undetected with the enemy, take readings and retreat without firing a shot.

As a tactical asset, the *Hideki* is an easy target and poses little threat to most ships larger than itself. During the Dominion War they were used in a strike roll by grouping them in flights of four of six vessels and attacking the enemy en-masse, a tactic that nearly wiped out the Cardassians stock of *Hideki*s. In the end though, the vessel is easy to replace and both the Cardassian self-defense force and the Obsidian Alliance are producing the scout in abundance.

Exact numbers are hard to come by, but it is estimated that nearly 200 *Hideki*s remain in service throughout the Alpha Quadrant.

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