



Version 1: 2E/ST

Name: _____

Counter: _____



Cardassian Torka Cruiser

SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 1 x Speed		Fwd/Aft Defense: 16	
In Service: 2322		Turn Delay: 1 x Speed		Stb/Port Defense: 16	
Point Value: 475		Accel/Decel Cost: 4 Thrust		Engine Efficiency: 4/1	
Ramming Factor: 180		Pivot Cost: 4+4 Thrust		Extra Power: 0	
Warp Delay: 10 Turns		Roll Cost: 3+3 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 Del ay	1 2 3 4 5 6 7 8 9 10 11 12

WEAPON DATA	
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	

Light Photon Torpedo	
Class: Ballistic + Antimatter	
Mode: Standard	
Damage: X+10	
Max X: 10	
Range Penalty: None	
Max Range: 35 hexes	
Fire Control: +3/+0/-1	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	

Gravitic Disruptor	
Class: Gravitic	
Mode: Standard	
Damage: 1d10	
Range Penalty: -1 per 2 hexes	
Fire Control: +2/+0/-1	
Intercept Rating: -1	
Rate of Fire: 1 per turn	
Special: If unfired, can take two shots on the following turn.	

FORWARD HITS	
1-2:	Deflector Shield
3-5:	Lt Compressor Bm
6-8:	Gravitic Disruptor
9-10:	Light Phaser
11-18:	Forward Structure
19-20:	PRIMARY Hit

SIDE HITS	
1-2:	Deflector Shield
3-4:	Lt Compressor Bm
5-6:	Lt Photon Torpedo
7-10:	Warp Engine
11-18:	Port/Stb Structure
19-20:	PRIMARY Hit

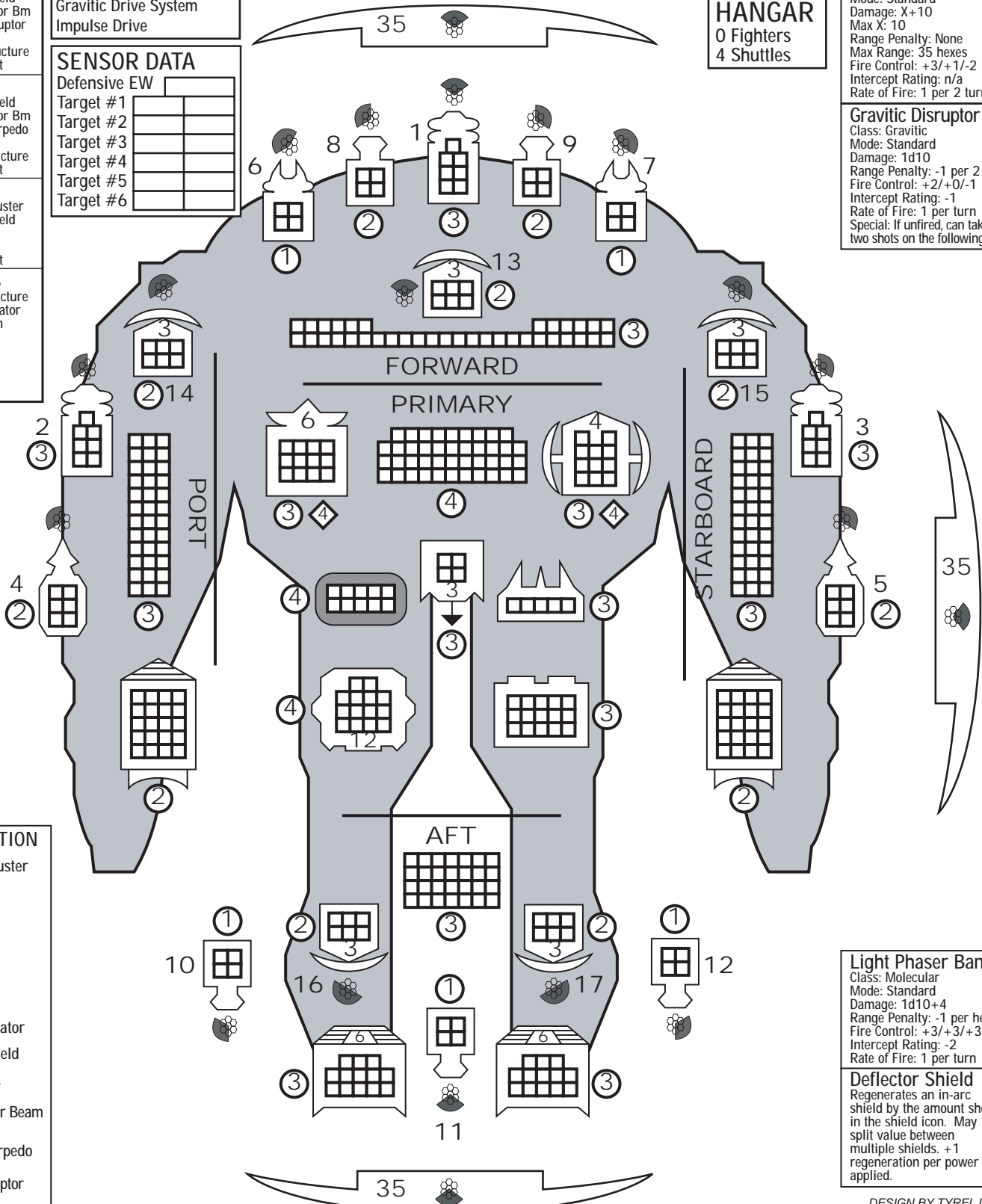
AFT HITS	
1-5:	Impulse Thruster
6-8:	Deflector Shield
9-11:	Light Phaser
12-18:	Aft Structure
19-20:	PRIMARY Hit

PRIMARY HITS	
1-8:	Primary Structure
9-10:	Shield Generator
11:	Tractor Beam
12-13:	Sensors
14-15:	Hangar
16-17:	Engine
18-19:	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
4 Shuttles



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Lt Compressor Beam
	Lt Photon Torpedo
	Gravitic Disruptor
	Light Phaser

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.	