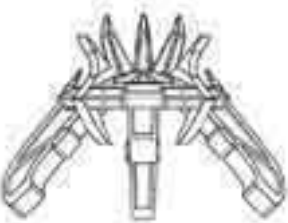




# Cardassian Heavy OSATs (2)



SPECS	MANEUVERING	COMBAT STATS
Class: OSAT	Turn Cost: N/A	Fwd/Aft Defense: 12
In Service: 2351	Turn Delay: N/A	Stb/Port Defense: 9
Point Value: 300 each	Accel/Decel Cost: N/A	Engine Efficiency: N/A
Ramming Factor: 40	Pivot Cost: N/A	Extra Power: 0
Warp Delay: N/A	Roll Cost: N/A	Initiative Bonus: +10

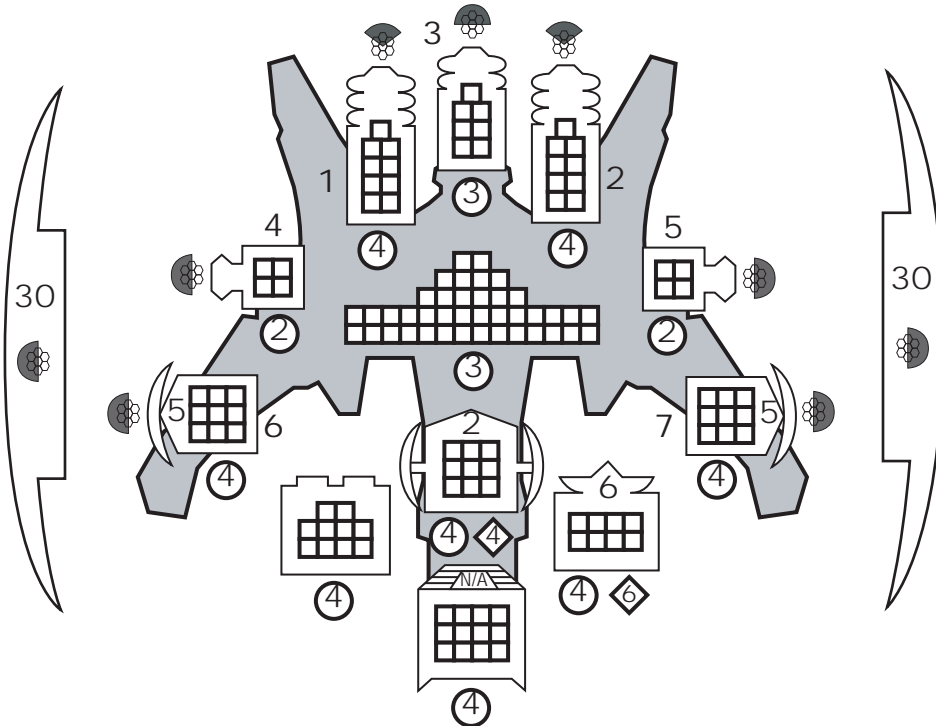
WEAPON DATA	
<b>Compressor Beam</b>	
Class: Gravitic	
Mode: R, S	
Damage: 3d10+24	
Range Penalty: -1 per 3 hexes	
Fire Control: +3/+0/-5	
Intercept Rating: n/a	
Rate of Fire: 1 per 4 turns	
<b>Lt. Compressor Beam</b>	
Class: Gravitic	
Mode: Raking	
Damage: 2d10+16	
Range Penalty: -1 per 2 hexes	
Fire Control: +2/+1/-4	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
<b>Light Phaser Bank</b>	
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	
<b>Hvy Deflector Shield</b>	
Regenerates an in-arc shield by the amount shown in the shield icon. May split value between multiple shields. +2 regeneration per power applied.	

**GENERAL HITS**

1-8:	Structure
9-10:	Compressor Beam
11:	Lt. Compressor Bm
12-13:	Light Phaser
14-15:	Thruster
16:	Shield Generator
17-18:	Sensors
19:	Reactor
20:	Hvy Deflector Shield

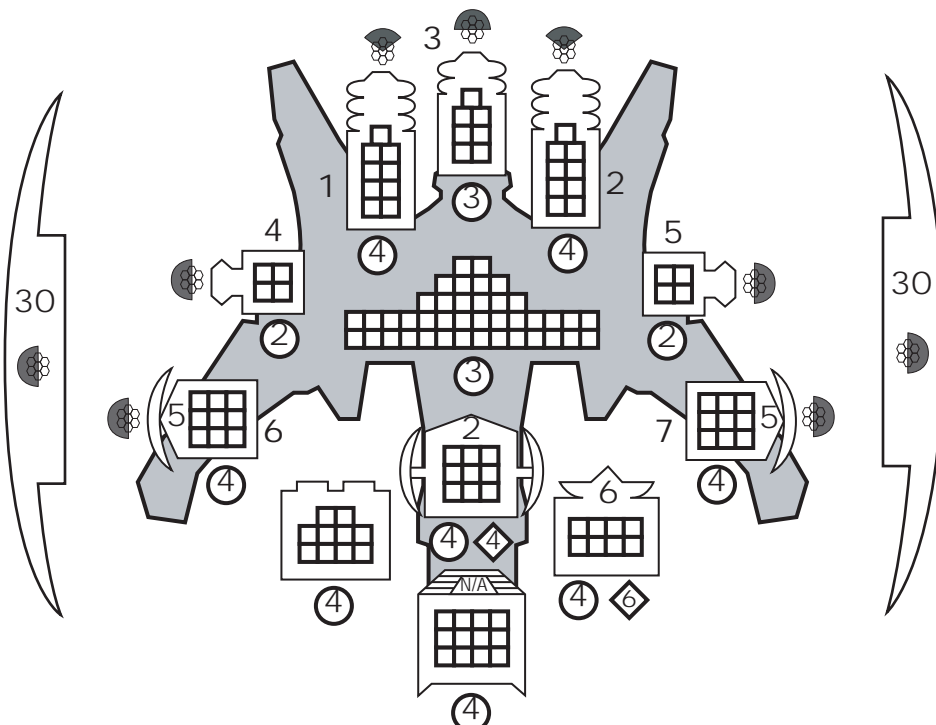
**SENSOR DATA**

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



**SENSOR DATA**

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



**ICON RECOGNITION**

	Thruster
	Sensors
	Reactor
	Shield Generator
	Deflector Shield
	Compressor Beam
	Light Compressor Beam
	Light Phaser