



Cardassian Tonga Blockade Cruiser

SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 1 x Speed		Fwd/Aft Defense: 16	
In Service: 2371		Turn Delay: 1 x Speed		Stb/Port Defense: 16	
Point Value: 425		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 Delay	1 2 3 4 5 6 7 8 9 10 11 12

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: +2/+1/-4	Intercept Rating: n/a
Rate of Fire: 1 per 3 turns	
Point Defense Phaser	
Class: Molecular	Mode: Standard
Damage: 1d10	Range Penalty: -2 per hex
Fire Control: +2/+2/+2	Intercept Rating: -3
Rate of Fire: 1 per turn	

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

SPECIAL NOTES
Gravitic Drive System
Impulse Drive

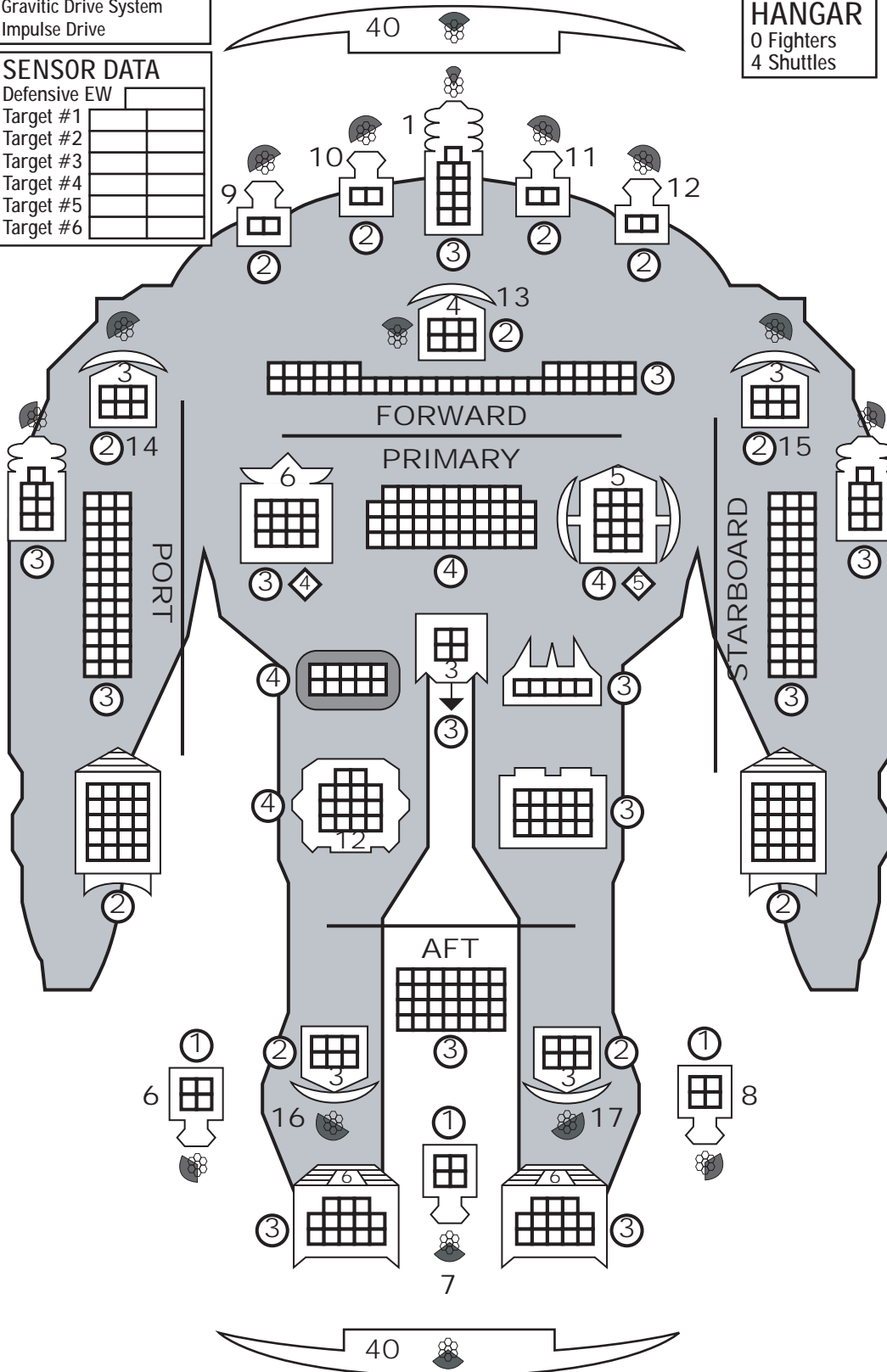
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

SIDE HITS	
1-2:	Deflector Shield
3-4:	Lt Compressor Bm
5-6:	Light Phaser
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

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
	Light Phaser
	Point Defense 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.	