



# Bintari Thantalus Technology Cruiser

SPECS		MANEUVERING		COMBAT STATS	
Class: Capital Ship		Turn Cost: 2/3 Speed		Fwd/Aft Defense: 14	
In Service: 2017		Turn Delay: 1 x Speed		Stb/Port Defense: 15	
Point Value: 650		Accel/Decel Cost: 3 Thrust		Engine Efficiency: 2/1	
Ramming Factor: 220		Pivot Cost: 2+2 Thrust		Extra Power: 0	
Jump Delay: 30 Turns		Roll Cost: 2+2 Thrust		Initiative Bonus: +1	
Speed	1 2 3 4 5 6 7 8 9 10 11 12	1 2 3 4 5 6 7 8 9 10 11 12			
Turn Cost	1 2 2 3 4 4 5 6 6 7 8 8				
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12				

WEAPON DATA	
<b>Particle Cannon</b>	
Class: Particle	Mode: Raking
Damage: 2d10+15	Range Penalty: -1 per 2 hexes
Fire Control: +5/+4/+2	Intercept Rating: -1
Rate of Fire: 1 per 2 turns	
<b>Light Particle Cannon</b>	
Class: Particle	Mode: Raking
Damage: 2d10+8	Range Penalty: -1 per hex
Fire Control: +4/+2/+0	Intercept Rating: -2
Rate of Fire: 1 per 2 turns	
<b>Med. Plasma Cannon</b>	
Class: Plasma	Modes: Standard
Dmg: 3d10+4 (-1 per 2 hexes)	Range Penalty: -1 per hex
Fire Control: +3/+1/-5	Intercept Rating: n/a
Rate of Fire: 1 per 3 turns	
<b>Laser Bolt</b>	
Class: Laser	Mode: Standard
Damage: 12	Range Penalty: -1 per 2 hexes
Fire Control: +2/+1/-1	Intercept Rating: n/a
Rate of Fire: 1 per 2 turns	
<b>Light X-Ray Laser</b>	
Class: Laser	Mode: Standard
Damage: 1d6+6	Range Penalty: -2 per hex
Fire Control: +3/+3/+3	Intercept Rating: n/a
Rate of Fire: 1 per turn	
<b>Particle Grid</b>	
Class: Particle	Mode: Standard
Damage: 1d10+1	Range Penalty: -2 per hex
Fire Control: -/-/+3	Intercept Rating: -2
Rate of Fire: 1 per turn	

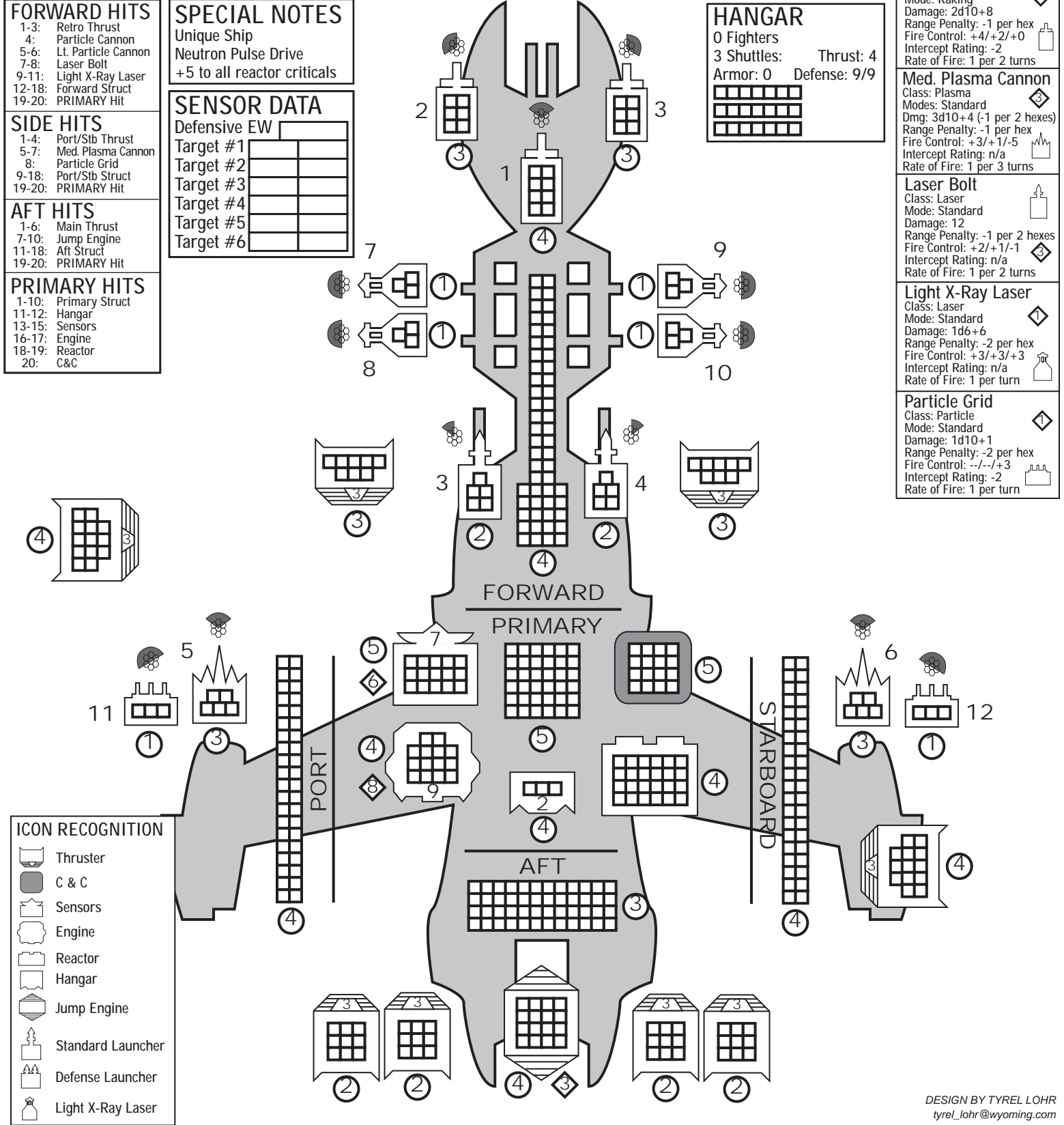
FORWARD HITS	
1-3:	Retro Thrust
4:	Particle Cannon
5-6:	Lt. Particle Cannon
7-8:	Laser Bolt
9-11:	Light X-Ray Laser
12-18:	Forward Struct
19-20:	PRIMARY Hit
SIDE HITS	
1-4:	Port/Stb Thrust
5-7:	Med. Plasma Cannon
8:	Particle Grid
9-18:	Port/Stb Struct
19-20:	PRIMARY Hit
AFT HITS	
1-6:	Main Thrust
7-10:	Jump Engine
11-18:	Aft Struct
19-20:	PRIMARY Hit
PRIMARY HITS	
1-10:	Primary Struct
11-12:	Hangar
13-15:	Sensors
16-17:	Engine
18-19:	Reactor
20:	C&C

**SPECIAL NOTES**  
 Unique Ship  
 Neutron Pulse Drive  
 +5 to all reactor criticals

**SENSOR DATA**

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

**HANGAR**  
 0 Fighters  
 3 Shuttles: Thrust: 4  
 Armor: 0 Defense: 9/9



**ICON RECOGNITION**

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Jump Engine
- Standard Launcher
- Defense Launcher
- Light X-Ray Laser