

Tholian Barricade Patrol Cruiser

SPECS

Class: Medium Ship
 In Service: 2236
 Point Value: 300
 Ramming Factor: 40
 Warp Delay: 10 Turns

MANEUVERING

Turn Cost: 1/3 Speed
 Turn Delay: 1/3 Speed
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1 Thrust
 Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 8
 Stb/Port Defense: 12
 Engine Efficiency: 2/1
 Extra Power: 0
 Initiative Bonus: +12

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

WEAPON DATA

Light Phaser
 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

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

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. SEE RULES.

Web Spinner Mk-2
 Class: Gravitic
 Mode: Special
 Max Web Strength: 2
 Rate of Fire: 1 or more per turn
 Special: Lays web hexes with strength equal to power applied. See Rules.

FORWARD HITS

- 1-3: Deflector Shield
- 4-7: Light Phaser
- 8-17: Structure
- 18-20: PRIMARY Hit

AFT HITS

- 1-3: Impulse Thruster
- 4-6: Deflector Shield
- 7-8: Point Defense Phaser
- 9-10: Web Spinner
- 11: Tractor Beam
- 12-17: Structure
- 18-20: PRIMARY Hit

PRIMARY HITS

- 1-6: Warp Engine
- 7-8: Shield Generator
- 10-12: Sensors
- 13-14: Hangar
- 15-17: Engine
- 18-19: Reactor
- 20: C&C

SPECIAL NOTES

Agile Ship
 Gravitic Drive System
 Impulse Drive

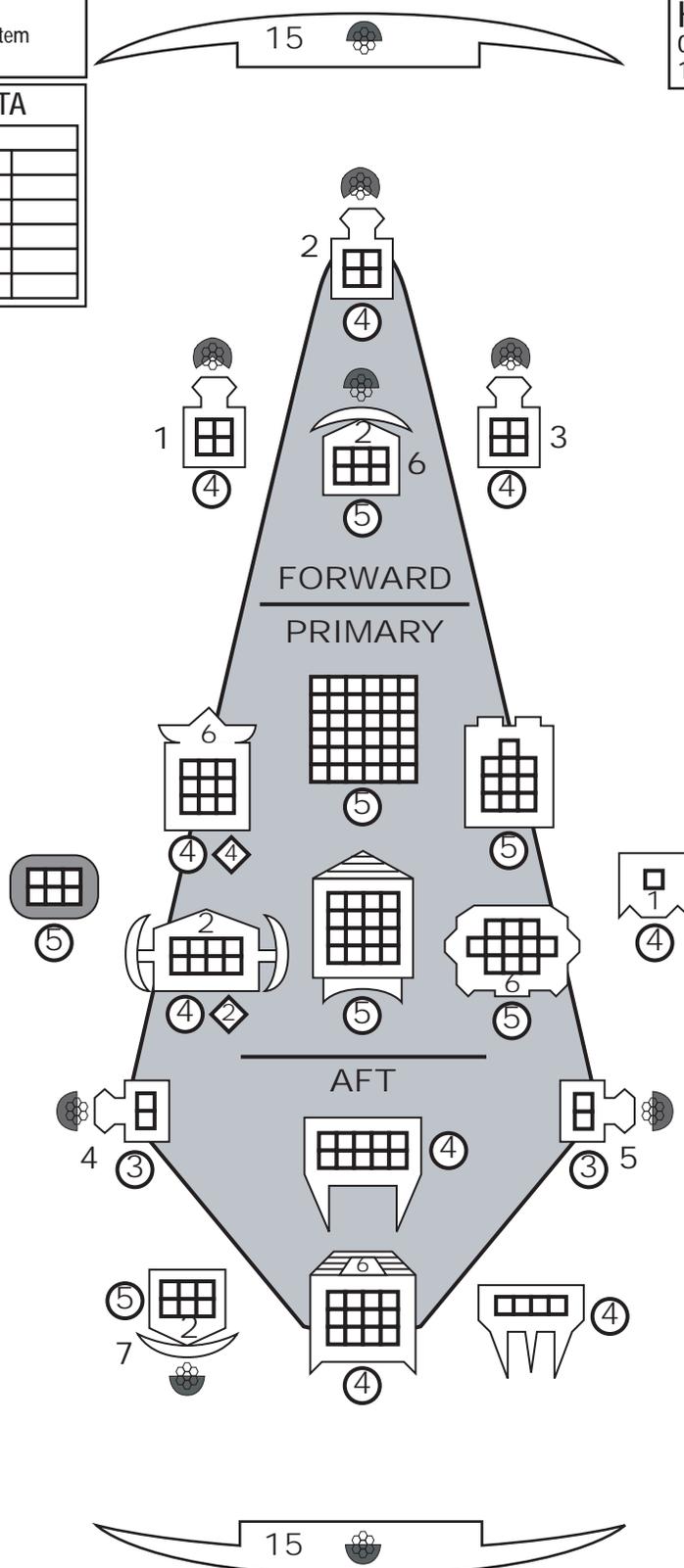
SENSOR DATA

Defensive EW

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

HANGAR

0 Fighters
 1 Shuttle



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Light Phaser
- Point Defense Phaser
- Web Spinner