



Tholian Basalt Dreadnought

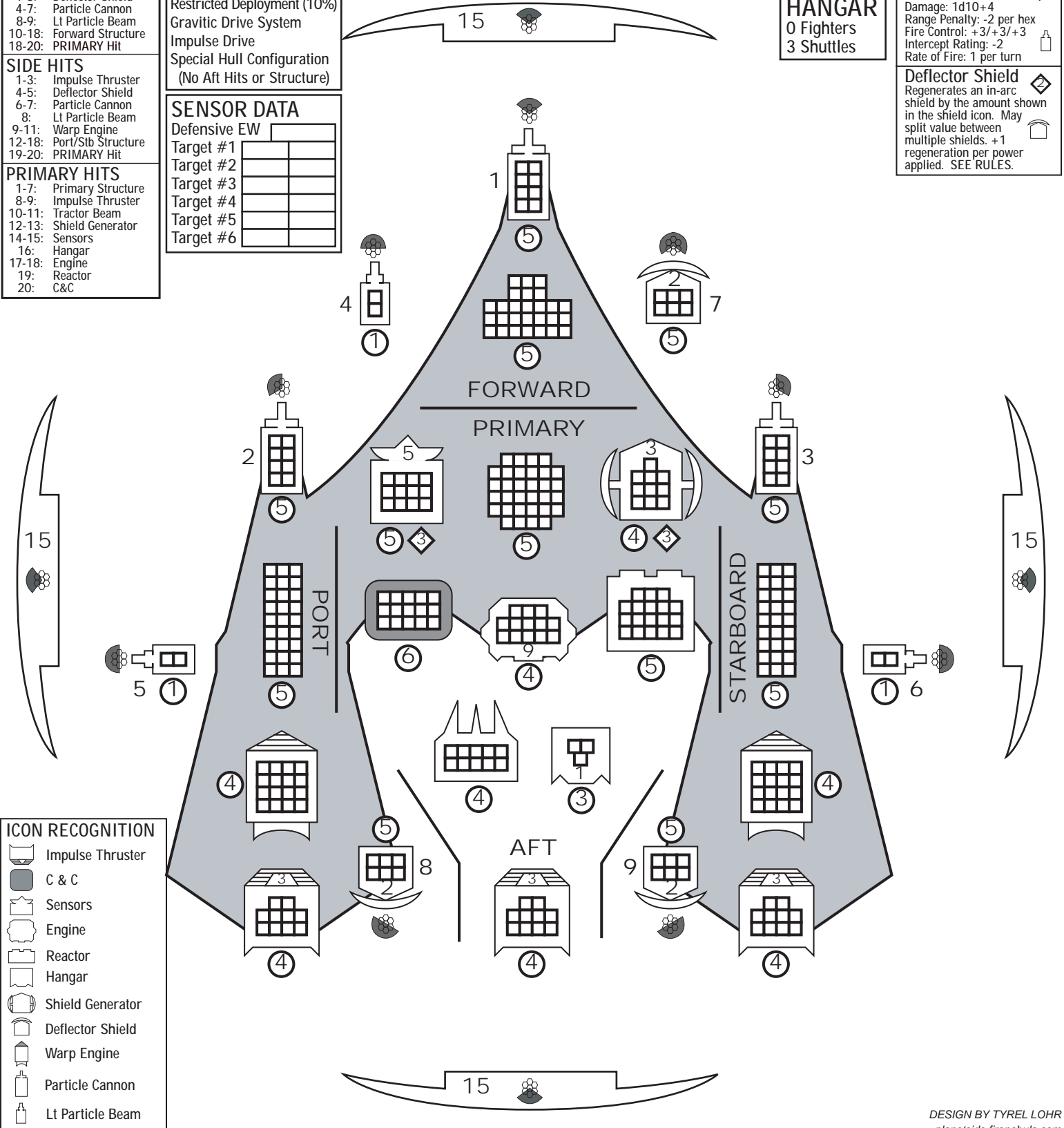
SPECS		MANEUVERING		COMBAT STATS								
Class: Capital Ship		Turn Cost: 1 x Speed		Fwd/Aft Defense: 14								
In Service: 2112		Turn Delay: 1 x Speed		Stb/Port Defense: 17								
Point Value: 475		Accel/Decel Cost: 3 Thrust		Engine Efficiency: 5/1								
Ramming Factor: 140		Pivot Cost: 3+3 Thrust		Extra Power: 0								
Warp Delay: 11 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	
Particle Cannon	
Class: Particle	◆
Modes: 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	
Light Particle Beam	
Class: Particle	◆
Modes: Standard	
Damage: 1d10+4	
Range Penalty: -2 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. SEE RULES.	

FORWARD HITS	
1-3:	Deflector Shield
4-7:	Particle Cannon
8-9:	Lt Particle Beam
10-18:	Forward Structure
18-20:	PRIMARY Hit
SIDE HITS	
1-3:	Impulse Thruster
4-5:	Deflector Shield
6-7:	Particle Cannon
8:	Lt Particle Beam
9-11:	Warp Engine
12-18:	Port/Stb Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-7:	Primary Structure
8-9:	Impulse Thruster
10-11:	Tractor Beam
12-13:	Shield Generator
14-15:	Sensors
16:	Hangar
17-18:	Engine
19:	Reactor
20:	C&C

SPECIAL NOTES	
Restricted Deployment (10%)	
Gravitic Drive System	
Impulse Drive	
Special Hull Configuration (No Aft Hits or Structure)	
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR
0 Fighters
3 Shuttles



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Particle Cannon
	Lt Particle Beam