



# Tholian Bloodstone Assault Cruiser

<b>SPECS</b> Class: Hvy Combat Vsl In Service: 2242 Point Value: 480 Ramming Factor: 100 Warp Delay: 10 Turns	<b>MANEUVERING</b> Turn Cost: 1/2 Speed Turn Delay: 1/3 Speed Accel/Decel Cost: 2 Thrust Pivot Cost: 2+2 Thrust Roll Cost: 1+1 Thrust	<b>COMBAT STATS</b> Fwd/Aft Defense: 9 Stb/Port Defense: 3/1 Engine Efficiency: 3/1 Extra Power: 0 Initiative Bonus: +6
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 1 2 2 3 3 4 4 5 5 6 6	
Turn Delay	1 1 1 2 2 2 3 3 3 4 4 4	

<b>WEAPON DATA</b>	
<b>Light Phaser</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>Deflector Shield</b> 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.	

<b>FORWARD HITS</b>
1-3: Impulse Thruster
4-6: Deflector Shield
7-10: Light Phaser
11: Tractor Beam
12-18: Forward Structure
19-20: PRIMARY Hit

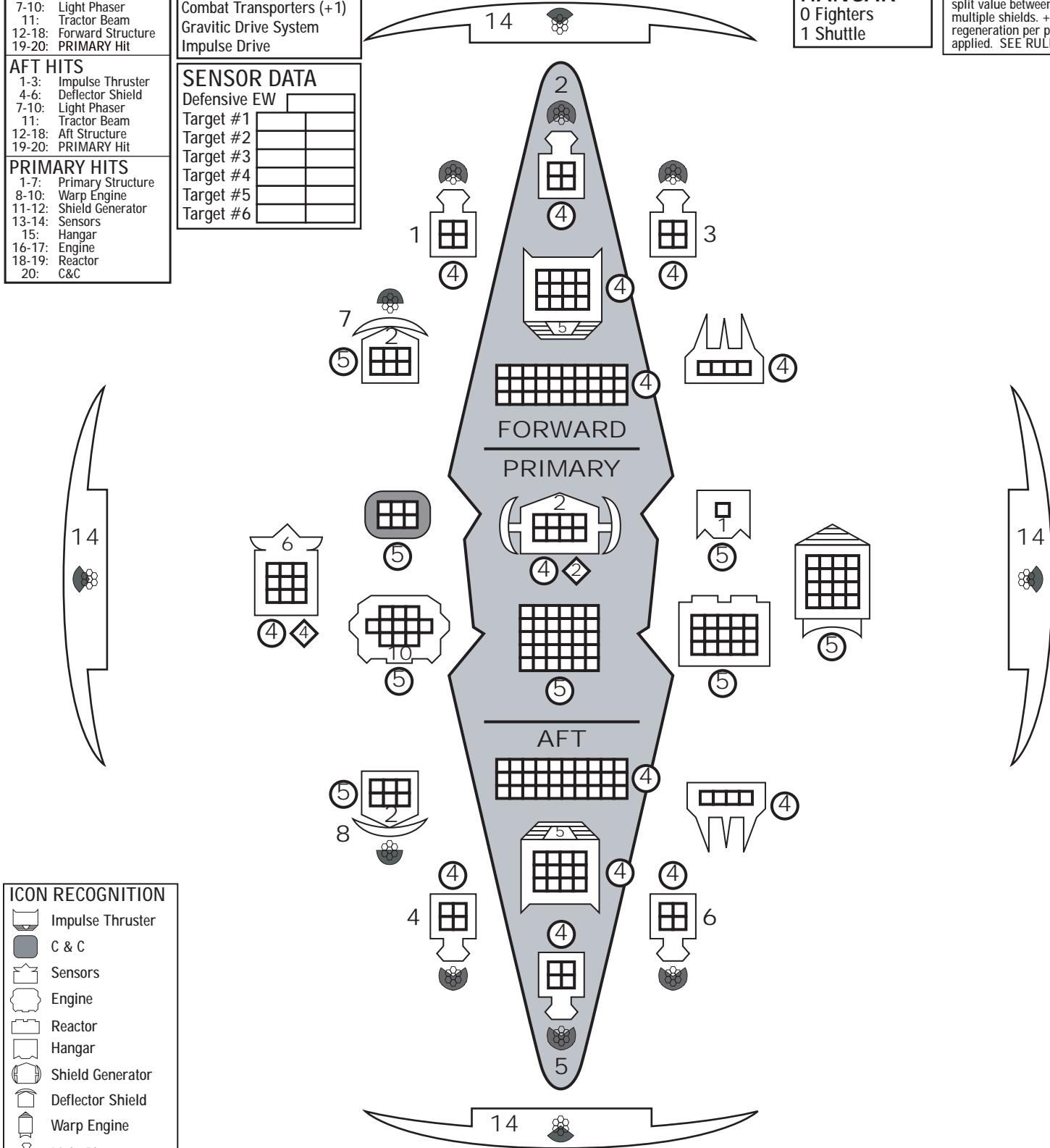
<b>SPECIAL NOTES</b>
Limited Availability (33%)
Combat Transporters (+1)
Gravitic Drive System
Impulse Drive

<b>AFT HITS</b>
1-3: Impulse Thruster
4-6: Deflector Shield
7-10: Light Phaser
11: Tractor Beam
12-18: Aft Structure
19-20: PRIMARY Hit

<b>SENSOR DATA</b>	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

<b>PRIMARY HITS</b>
1-7: Primary Structure
8-10: Warp Engine
11-12: Shield Generator
13-14: Sensors
15: Hangar
16-17: Engine
18-19: Reactor
20: C&C

<b>HANGAR</b>
0 Fighters
1 Shuttle



<b>ICON RECOGNITION</b>
Impulse Thruster
C & C
Sensors
Engine
Reactor
Hangar
Shield Generator
Deflector Shield
Warp Engine
Light Phaser