



# Andorian Thirishar Light Cruiser

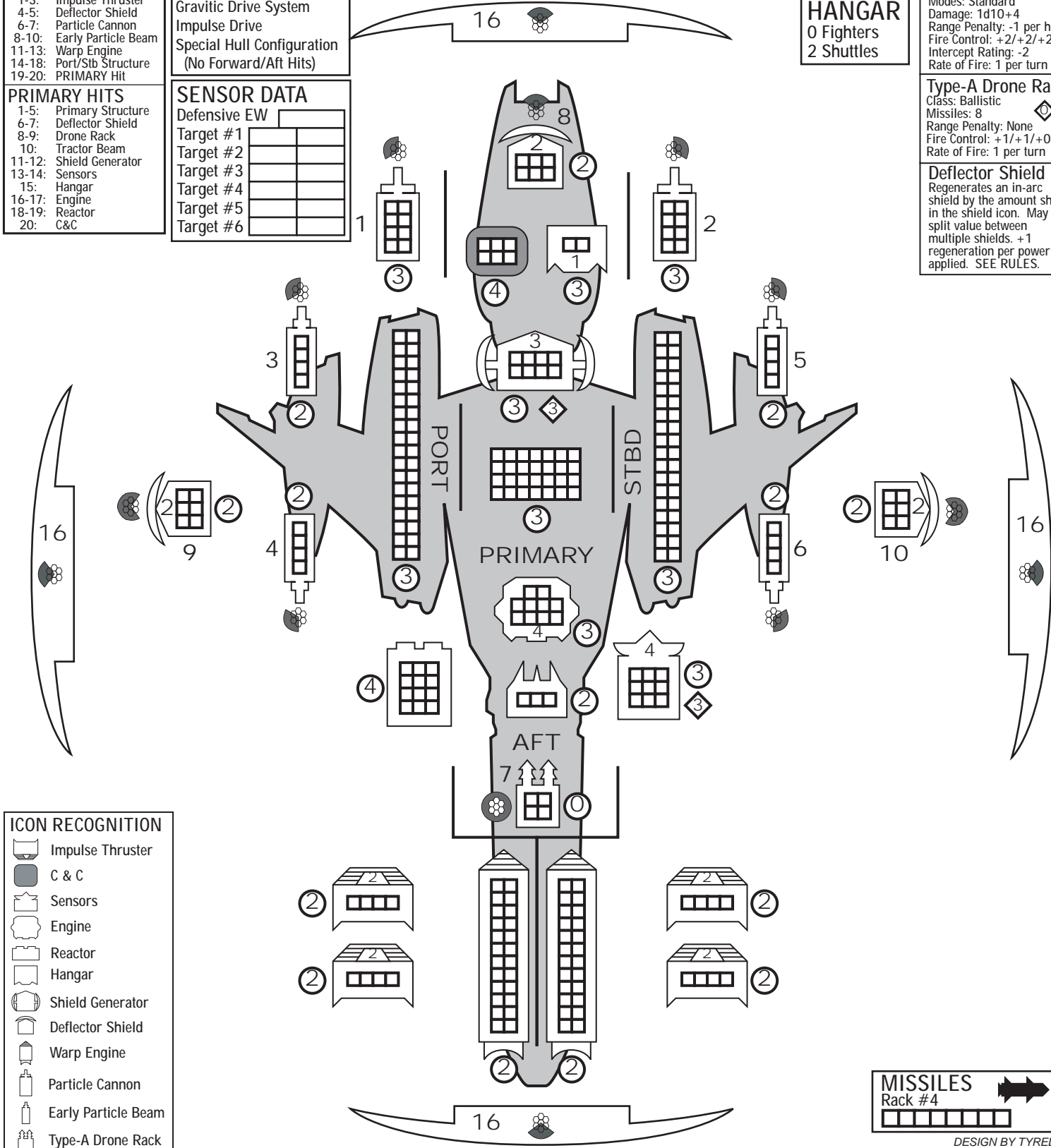
SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 12
In Service: 2150	Turn Delay: 1/2 Speed	Stb/Port Defense: 12
Point Value: 325	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 2/1
Ramming Factor: 90	Pivot Cost: 2+2 Thrust	Extra Power: 0
Warp Delay: 11 Turns	Roll Cost: 2+2 Thrust	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 2 2 3 3 4 4 5 5 6 6	

WEAPON DATA	
<b>Particle Cannon</b>	◆
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	
<b>Early Particle Beam</b>	◆
Class: Particle	
Modes: Standard	
Damage: 1d10+4	
Range Penalty: -1 per hex	
Fire Control: +2/+2/+2	
Intercept Rating: -2	
Rate of Fire: 1 per turn	
<b>Type-A Drone Rack</b>	◆
Class: Ballistic	
Missiles: 8	
Range Penalty: None	
Fire Control: +1/+1/+0	
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.	

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

SPECIAL NOTES	
Gravitic Drive System	
Impulse Drive	
Special Hull Configuration (No Forward/Aft Hits)	
SENSOR DATA	
Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

**HANGAR**  
0 Fighters  
2 Shuttles



ICON RECOGNITION	
	Impulse Thruster
	C & C
	Sensors
	Engine
	Reactor
	Hangar
	Shield Generator
	Deflector Shield
	Warp Engine
	Particle Cannon
	Early Particle Beam
	Type-A Drone Rack

MISSILES	
Rack #4	➔
█	█
█	█
█	█
█	█