



# Andorian Thofsin Cruiser (Refit)

SPECS	MANEUVERING	COMBAT STATS
Class: Hvy Combat Vsl	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 13
In Service: 2152	Turn Delay: 2/3 Speed	Stb/Port Defense: 14
Point Value: 380	Accel/Decel Cost: 2 Thrust	Engine Efficiency: 3/1
Ramming Factor: 100	Pivot Cost: 3+3 Thrust	Power Shortage: -7
Warp Delay: 14 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 2 2 3 4 4 5 6 6 7 8 8	

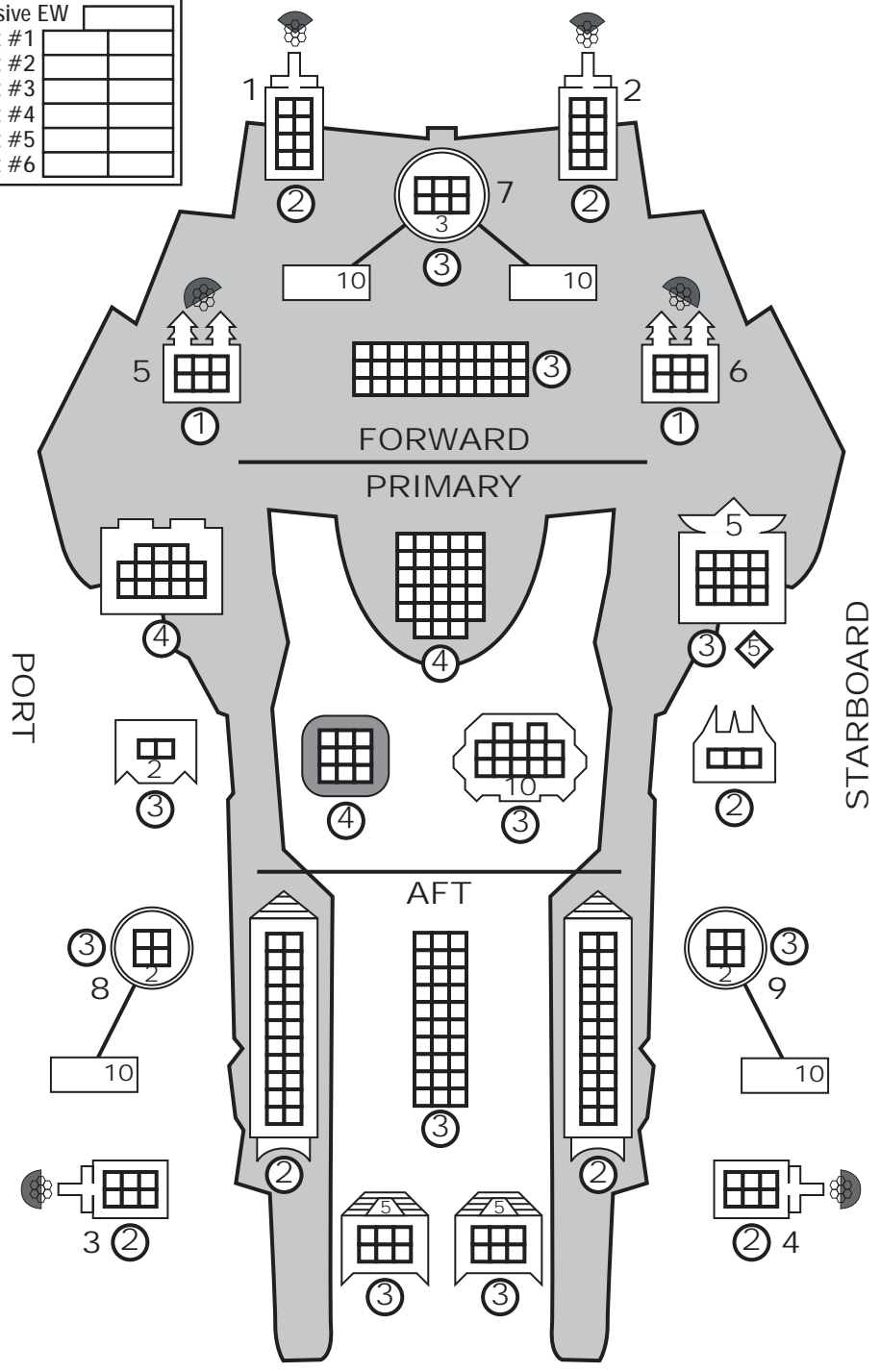
WEAPON DATA	
<b>Particle Cannon</b>	Class: Particle
	Modes: Raking
	Damage: 2d10+15
	Range Penalty: -1 per 2 hexes
	Fire Control: +5/+4/+2
	Intercept Rating: -1
	Rate of Fire: 1 per 2 turns
<b>Light Particle Cannon</b>	Class: Particle
	Modes: Raking
	Damage: 2d10+8
	Range Penalty: -1 per hex
	Fire Control: +4/+2/+0
	Intercept Rating: -2
	Rate of Fire: 1 per 2 turns
<b>Type-B Drone Rack</b>	Class: Ballistic
	Missiles: 12
	Range Penalty: None
	Fire Control: +2/+2/+0
	Rate of Fire: 1 per turn
<b>Energy Dampener</b>	Active energy dampeners absorb are treated as energy diffusers and can absorb damage from hits made to their section.
	Special: If destroyed, score an amount of damage equal to the total stored capacity in the dampener as a standard mode volley against the section.
	See Rules.



FORWARD HITS	
1-3:	Energy Dampener
4-6:	Particle Cannon
7-9:	Drone Rack
10-18:	Forward Structure
19-20:	PRIMARY Hit
AFT HITS	
1-3:	Impulse Thruster
4-6:	Energy Dampener
7-8:	Lt Particle Cannon
9-13:	Warp Engine
14-18:	Aft Structure
19-20:	PRIMARY Hit
PRIMARY HITS	
1-11:	Primary Structure
12:	Tractor Beam
13-14:	Sensors
15-16:	Hangar
17-18:	Engine
19:	Reactor
20:	C&C

SPECIAL NOTES	
Gravitic Drive System	
Impulse Drive	
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
	Warp Engine
	Particle Cannon
	Lt Particle Cannon
	Type-B Drone Rack
	Energy Dampener

MISSILES	
Rack #3	
	□ □ □ □ □ □ □ □
Rack #4	
	□ □ □ □ □ □ □ □