



Tholian Feldspar War Cruiser



SPECS		MANEUVERING		COMBAT STATS	
Class: Hvy Combat Vsl		Turn Cost: 2/3 Speed		Fwd/Aft Defense: 12	
In Service: 2245		Turn Delay: 2/3 Speed		Stb/Port Defense: 16	
Point Value: 460		Accel/Decel Cost: 2 Thrust		Engine Efficiency: 4/1	
Ramming Factor: 100		Pivot Cost: 2+2 Thrust		Extra Power: 0	
Warp Delay: 8 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 2 2 3 4 4 5 6 6 7 8 8				
Turn Delay	1 2 2 3 4 4 5 6 6 7 8 8				

WEAPON DATA	
Phase Concentrator	
Class: Molecular	
Mode: Raking	◆
Damage: 3d10+5	
Range Penalty: -1 per 2 hexes	
Fire Control: +4/+2/+2	
Intercept Rating: -1	⏏
Rate of Fire: 1 per 2 turns	
Special: Can combine multiple concentrators from the same firing ship into a single attack, scoring +2d10 damage per additional concentrator (max 4).	
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.	

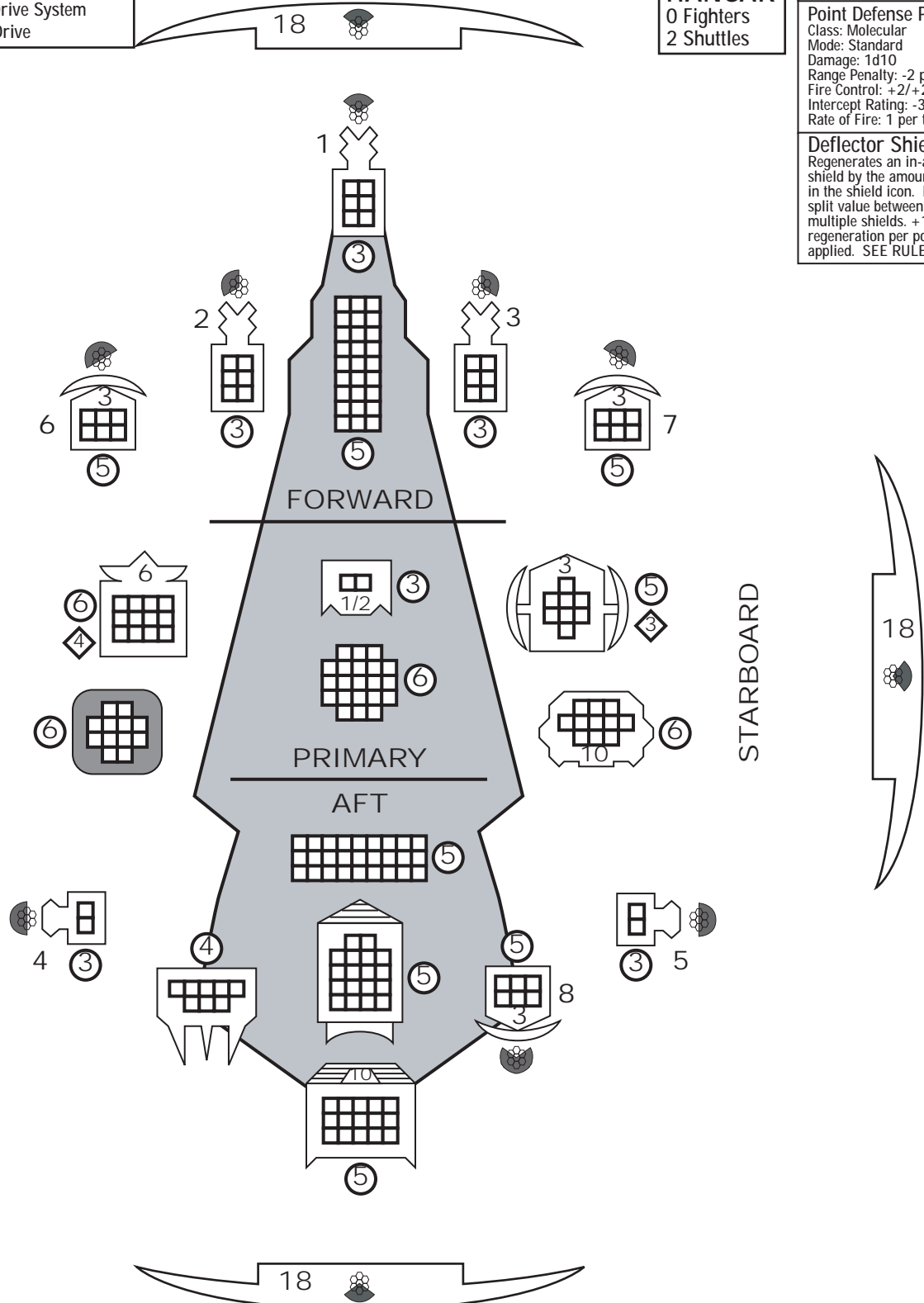
FORWARD HITS	
1-3:	Deflector Shield
4-7:	Phase Concentrator
8-18:	Forward Structure
18-20:	PRIMARY Hit

AFT HITS	
1-3:	Impulse Thruster
4-6:	Deflector Shield
7-8:	Point Defense Phaser
9:	Tractor Beam
10-12:	Warp Engine
13-18:	Port/Stb Structure
19-20:	PRIMARY Hit

PRIMARY HITS	
1-10:	Primary Structure
11-12:	Shield Generator
13-14:	Sensors
15-16:	Hangar
17-18:	Engine
19:	Reactor
20:	C&C

SPECIAL NOTES
 Limited Availability (33%)
 Gravitic Drive System
 Impulse Drive

HANGAR
 0 Fighters
 2 Shuttles



ICON RECOGNITION

- Impulse Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Shield Generator
- Deflector Shield
- Warp Engine
- Phase Concentrator
- Point Defense Phaser