

# Th'sook Shla'veen Armored Cruiser

## SPECS

Class: Capital Ship  
In Service: 1979  
Point Value: 700  
Ramming Factor: 270  
Jump Delay: 36 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 2+2 Thrust

## COMBAT STATS

Fwd/Aft Defense: 15  
Stb/Port Defense: 17  
Engine Efficiency: 4/1  
Extra Power: 0  
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

**Heavy Plasma Repeater**  
Class: Plasma  
Modes: Standard  
Dmg: 4d10+4 (-1 per 2 hexes)  
Range Penalty: -2 per 3 hexes  
Fire Control: +3/+2/-5  
Intercept Rating: n/a  
Rate of Fire: 1 per 4 turns  
Special: Can hold up to three shots and fire them all at once or separately. See rules.

## Plasma Repeater

Class: Plasma  
Modes: Standard  
Damage: 3d10+2 (-1 per hex)  
Range Penalty: -1 per hex  
Fire Control: +2/+2/-3  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns  
Special: Can hold up to four shots and fire them all at once or separately. See rules.

## Particle Blade

Class: Particle  
Modes: Standard (No Overkill)  
Damage: 1d10+8  
Range Penalty: -1 per hex  
Fire Control: +1/+1/-1  
Intercept Rating: -2  
Rate of Fire: 1 per turn

## Rapid Particle Blade

Class: Particle  
Modes: Standard (No Overkill)  
Damage: 1d10+5  
Range Penalty: -1 per hex  
Fire Control: +2/+2/-2  
Intercept Rating: -2  
Rate of Fire: 2 per turn

## FORWARD HITS

1-5: Retro Thrust  
6-8: Plasma Repeater  
9-10: Hvy Plasma Repeater  
11-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
6-9: Rapid Particle Blade  
10-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-6: Main Thrust  
7-8: Plasma Repeater  
9-11: Particle Blade  
12-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-9: Primary Structure  
10-11: Sensors  
12-14: Engine  
15: Hangar  
16-19: Reactor  
20: C&C

## SPECIAL NOTES

Limited Availability (33%)  
in scenarios before 1990

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

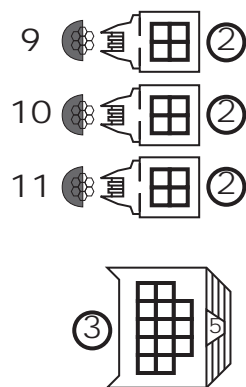
Target #6

## HANGAR

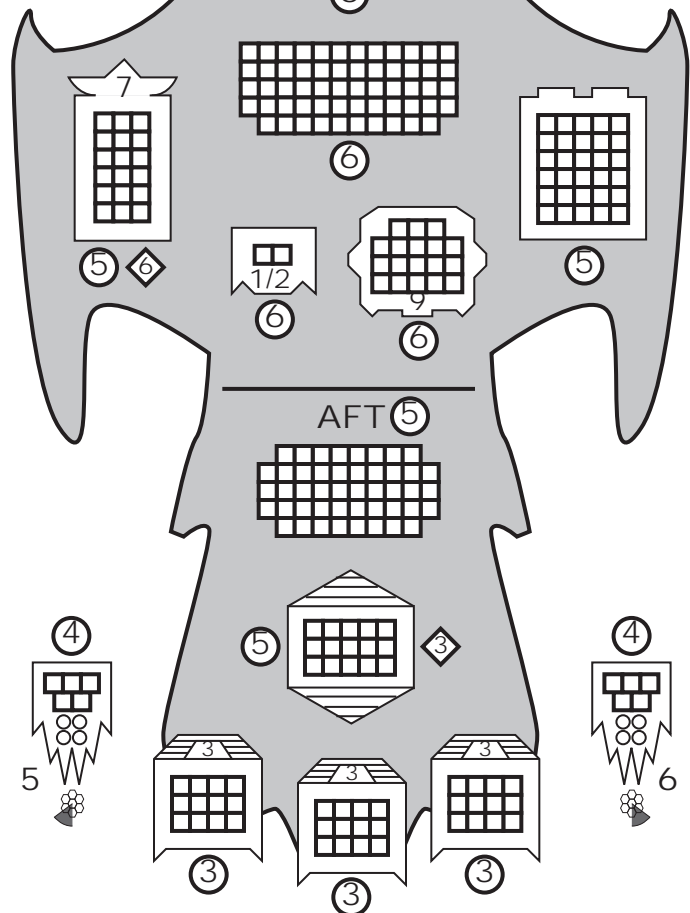
0 Fighters

2 Shuttles: Thrust: 3

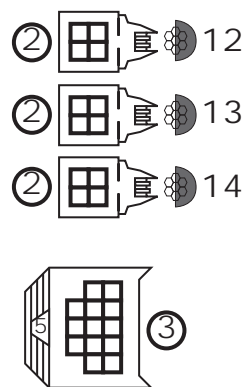
Armor: 2 Defense: 12/12



PORT



STARBOARD



## ICON RECOGNITION

