



# Zentraedi Thuverl Dalem Cruiser

## SPECS

Class: Capital Ship  
In Service: 1363  
Point Value: 1165  
Ramming Factor: 350  
Fold Delay: 28 Turns

## MANEUVERING

Turn Cost: 2/3 Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 4 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 4+4 Thrust

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 16  
Engine Efficiency: 5/1  
Extra Power: 0  
Initiative Bonus: +1

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	3	4	5	5	6	7	8	8
Turn Delay	1	2	2	3	3	4	5	5	6	7	8	8

## WEAPON DATA

**Nabrilla 253 Cannon**  
Class: Laser  
Modes: R, P  
Damage: 2d10+15  
Range Penalty: -1 per 4 hexes  
Fire Control: +4/+3/-  
Intercept Rating: n/a  
Rate of Fire: 1 per 3 turns

## Mossil 918 Battery

Class: Particle  
Mode: Standard  
Damage: 2d10+4  
Range Penalty: -1 per 2 hexes  
Fire Control: +3/+2/-1  
Intercept Rating: -1  
Rate of Fire: 1 per turn

## Rasar 89 Battery

Class: Ballistic  
Mode: Standard  
Damage: 15  
Maximum Range: 40  
Range Penalty: -1 per 2 hexes  
Fire Control: +4/+4/+1  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns  
Note: 3 OEW Built-in

## Rasar 481 Battery

Class: Ballistic  
Mode: Pulse  
Damage: 8 1d3 times  
Maximum Pulses: 4  
Pulse Grouping: +1 per 4  
Maximum Range: 15  
Fire Control: +2/+2/+4  
Intercept Rating: -2  
Rate of Fire: 1 per 2 turns  
Note: 3 OEW Built-in

## FORWARD HITS

1-4: Retro Thrust  
5-6: Nabrilla 253 Cannon  
7-9: Mossil 918 Battery  
10: Rasar 89 Battery  
11-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
6-7: Mossil 918 Battery  
8: Rasar 89 Battery  
9-11: Rasar 481 Battery  
12-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-8: Main Thrust  
9-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

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

## SPECIAL NOTES

Hyperspace Fold Drive  
Giant Crew

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## HANGAR

24 Fighters (see notes)

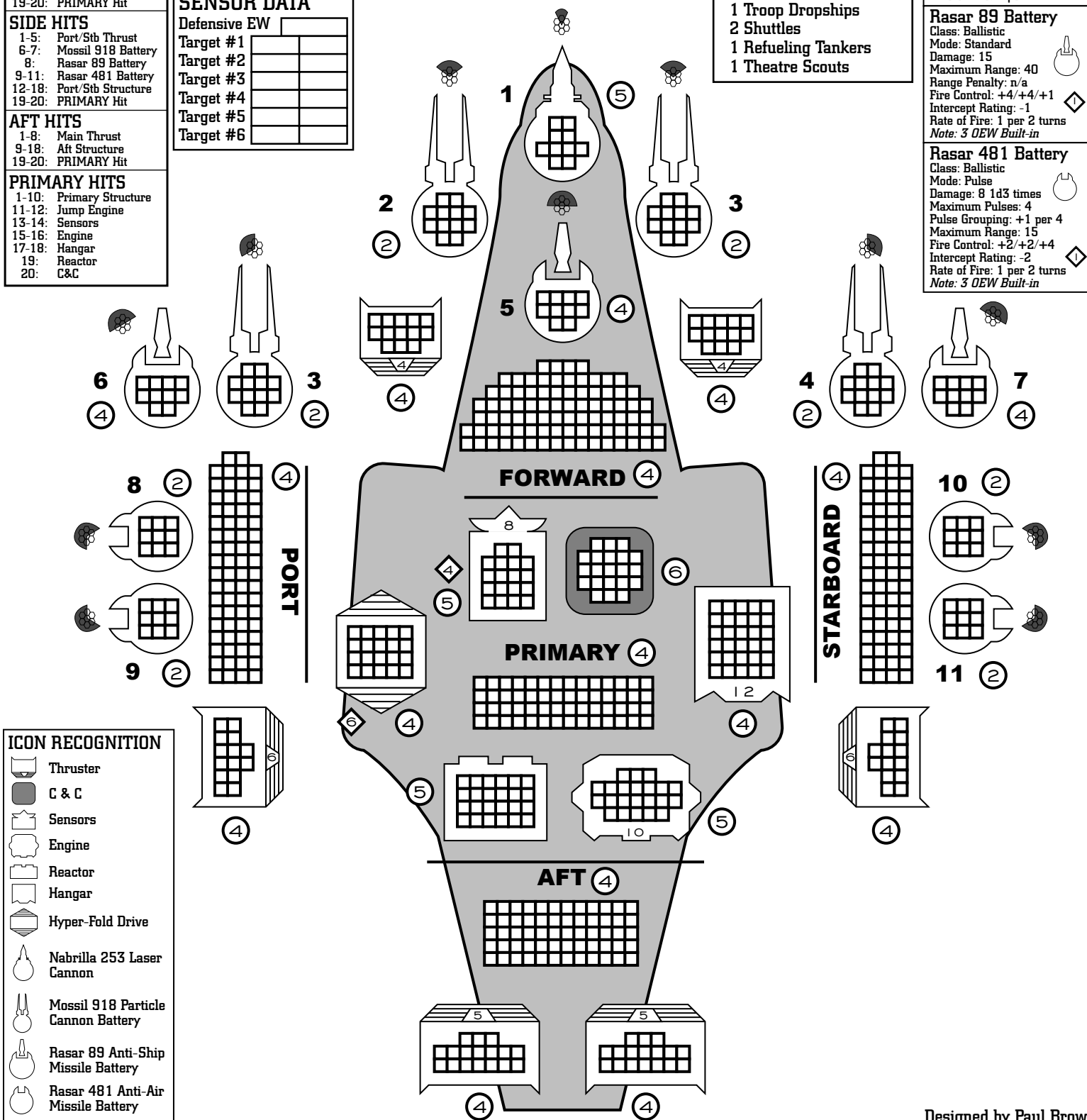
1 Officer's Pods

1 Troop Dropships

2 Shuttles

1 Refueling Tankers

1 Theatre Scouts



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Hyper-Fold Drive
- Nabrilla 253 Laser Cannon
- Mossil 918 Particle Cannon Battery
- Rasar 89 Anti-Ship Missile Battery
- Rasar 481 Anti-Air Missile Battery