



# Breen Shok Taan Strike Cruiser

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 2/3 Speed	Fwd/Aft Defense: 15
In Service: 2370	Turn Delay: 1/2 Speed	Stb/Port Defense: 16
Point Value: 715	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 2/1
Ramming Factor: 160	Pivot Cost: 2+2 Thrust	Extra Power: +0
Warp Delay: 6 Turns	Roll Cost: 2+2 Thrust	Initiative Bonus: +3
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 1 2 2 3 3 4 4 5 5 6 6	

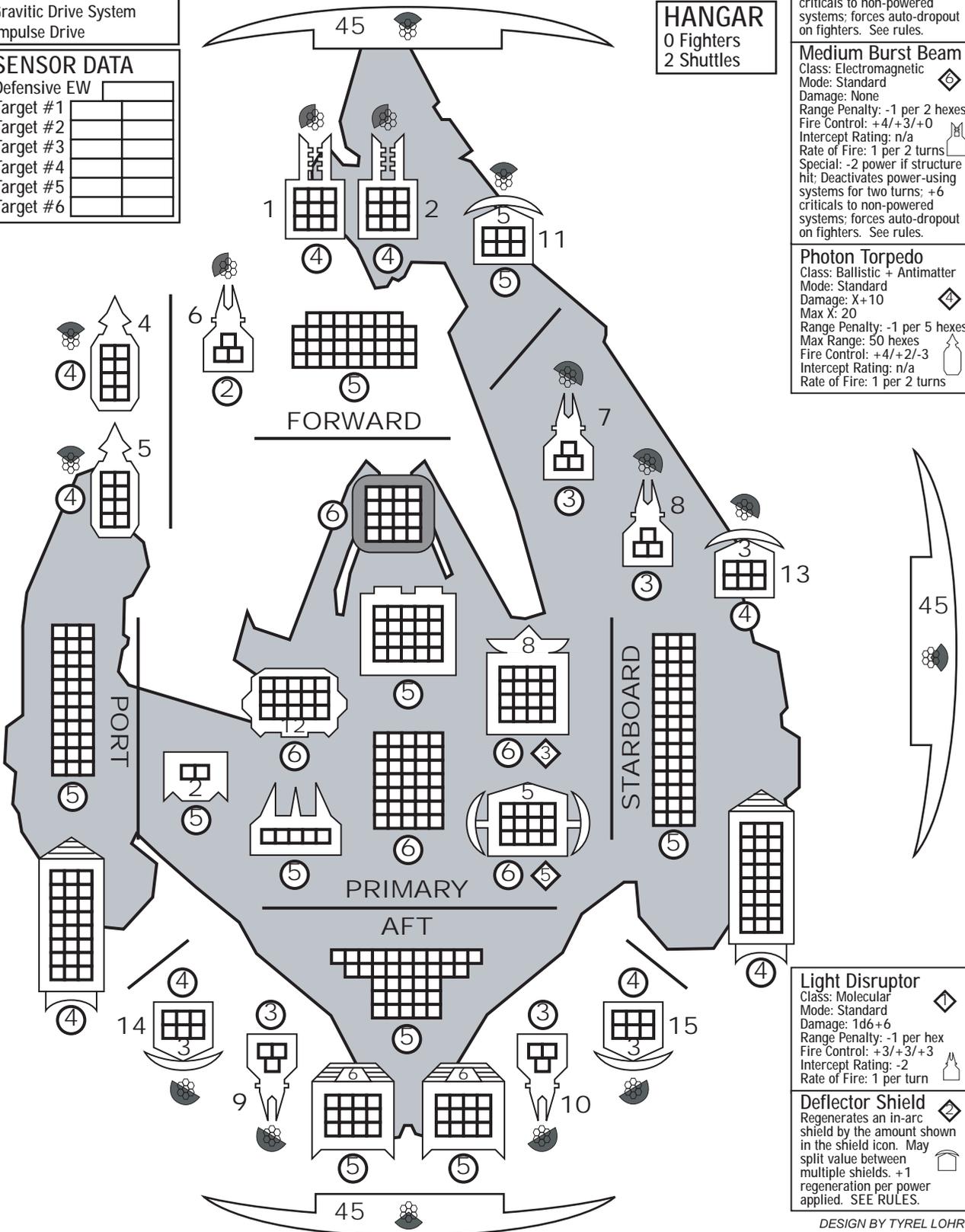
WEAPON DATA
<b>Heavy Burst Beam</b> Class: Electromagnetic Mode: Standard Damage: None Range Penalty: -1 per 3 hexes Fire Control: +5/+4/-2 Intercept Rating: n/a Rate of Fire: 1 per 3 turns Special: -4 power if structure hit; Deactivates power-using systems for three turns; +10 criticals to non-powered systems; forces auto-dropout on fighters. See rules.
<b>Medium Burst Beam</b> Class: Electromagnetic Mode: Standard Damage: None Range Penalty: -1 per 2 hexes Fire Control: +4/+3/+0 Intercept Rating: n/a Rate of Fire: 1 per 2 turns Special: -2 power if structure hit; Deactivates power-using systems for two turns; +6 criticals to non-powered systems; forces auto-dropout on fighters. See rules.
<b>Photon Torpedo</b> Class: Ballistic + Antimatter Mode: Standard Damage: X+10 Max X: 20 Range Penalty: -1 per 5 hexes Max Range: 50 hexes Fire Control: +4/+2/-3 Intercept Rating: n/a Rate of Fire: 1 per 2 turns

FORWARD HITS
1-3: Deflector Shield 4-6: Heavy Burst Beam 7: Light Disruptor 8-18: Forward Structure 19-20: PRIMARY Hit
PORT HITS
1-2: Deflector Shield 3-5: Photon Torpedo 6-7: Med Burst Beam 8-11: Warp Engine 12-18: Port Structure 19-20: PRIMARY Hit
STARBOARD HITS
1-2: Deflector Shield 3-5: Light Disruptor 6-9: Warp Engine 10-18: Starboard Structure 19-20: PRIMARY Hit
AFT HITS
1-5: Impulse Thruster 6-8: Deflector Shield 9-10: Light Disruptor 11-18: Aft Structure 19-20: PRIMARY Hit
PRIMARY HITS
1-8: Primary Structure 9: Tractor Beam 10-11: Shield Generator 12-14: 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
Shield Generator
Deflector Shield
Warp Engine
Heavy Burst Beam
Medium Burst Beam
Light Disruptor
Photon Torpedo



<b>Light Disruptor</b> Class: Molecular Mode: Standard Damage: 1d6+6 Range Penalty: -1 per hex Fire Control: +3/+3/+3 Intercept Rating: -2 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.