



# Tholian Guardian Battle Cruiser

## SPECS

Class: Hvy Combat Vsl  
In Service: 2285  
Point Value: 650  
Ramming Factor: 160  
Warp Delay: 7 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 16  
Engine Efficiency: 3/1  
Extra Power: +6  
Initiative Bonus: +6

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

## 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.

## SIDE HITS

- 1-3: Impulse Thruster
- 4-5: Deflector Shield
- 6-8: Phase Concentrator
- 9: Web Caster
- 10-11: Point Defense Phaser
- 12-14: Warp Engine
- 15-18: Port/Stb Structure
- 19-20: PRIMARY Hit

## PRIMARY HITS

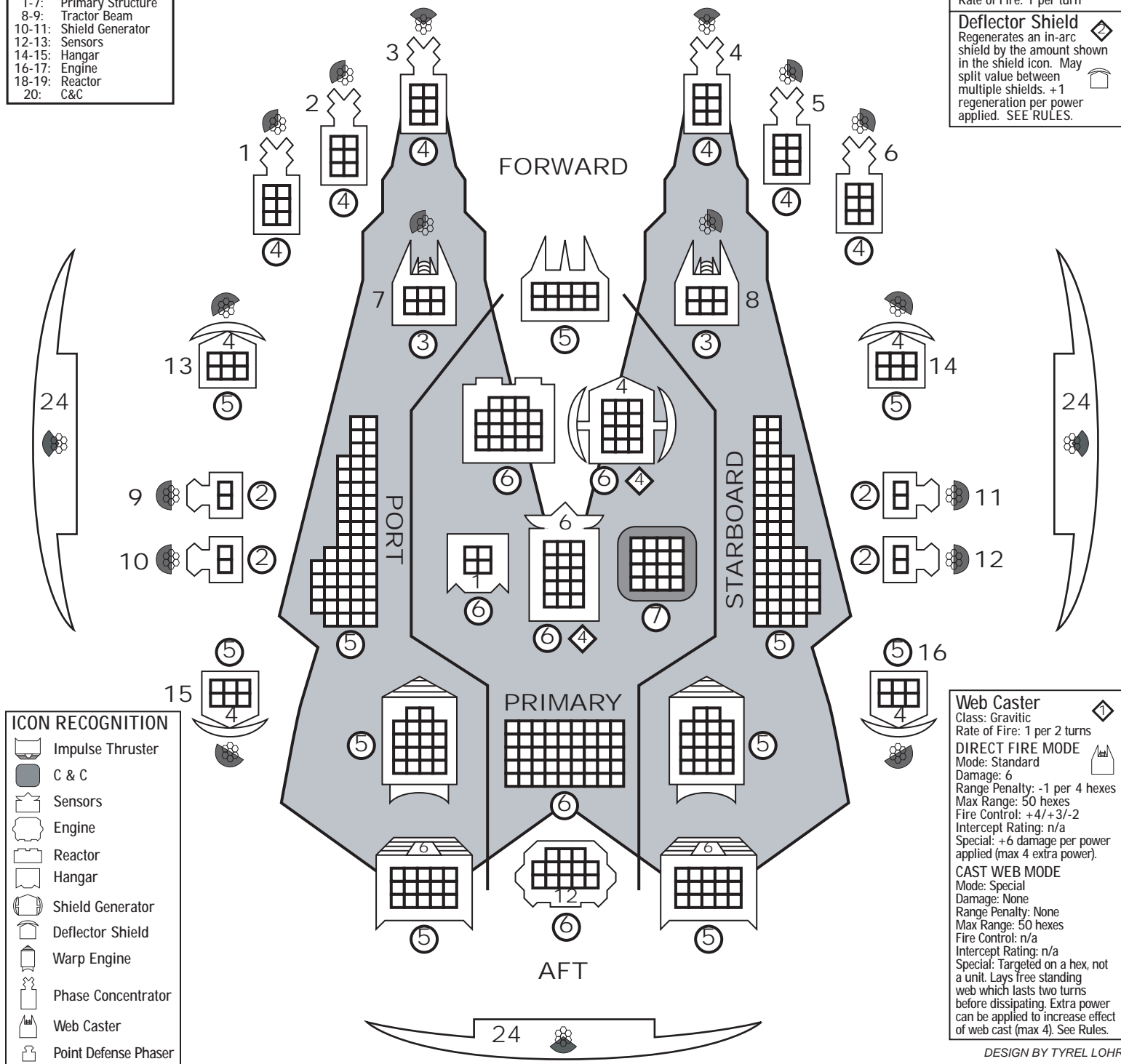
- 1-7: Primary Structure
- 8-9: Tractor Beam
- 10-11: Shield Generator
- 12-13: Sensors
- 14-15: Hangar
- 16-17: Engine
- 18-19: Reactor
- 20: C&C

## SPECIAL NOTES

Gravitic Drive System  
Impulse Drive  
Special Hull Configuration  
(No Forward/Aft Hits)

## HANGAR

0 Fighters  
4 Shuttles



## ICON RECOGNITION

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

## Web Caster

Class: Gravitic  
Rate of Fire: 1 per 2 turns  
**DIRECT FIRE MODE**  
Mode: Standard  
Damage: 6  
Range Penalty: -1 per 4 hexes  
Max Range: 50 hexes  
Fire Control: +4/+3/-2  
Intercept Rating: n/a  
Special: +6 damage per power applied (max 4 extra power).  
**CAST WEB MODE**  
Mode: Special  
Damage: None  
Range Penalty: None  
Max Range: 50 hexes  
Fire Control: n/a  
Intercept Rating: n/a  
Special: Targeted on a hex, not a unit. Lays free standing web which lasts two turns before dissipating. Extra power can be applied to increase effect of web cast (max 4). See Rules.