



Tholian Ferrite Web Dreadnought

SPECS

Class: Capital Ship
In Service: 2276
Point Value: 835
Ramming Factor: 150
Warp Delay: 8 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 12
Stb/Port Defense: 18
Engine Efficiency: 4/1
Extra Power: +6
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

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).

Light Phaser
Class: Molecular
Mode: Standard
Damage: 1d10+4
Range Penalty: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

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.

HANGAR

0 Fighters
4 Shuttles

FORWARD HITS
1-3: Deflector Shield
4-5: Phase Concentrator
6-9: Web Caster
10-18: Forward Structure
18-20: PRIMARY Hit

SIDE HITS
1-3: Impulse Thruster
4-5: Deflector Shield
6: Phase Concentrator
7: Light Phaser
8-9: Point Defense Phaser
10-12: Warp Engine
13-18: Port/Stb Structure
19-20: PRIMARY Hit

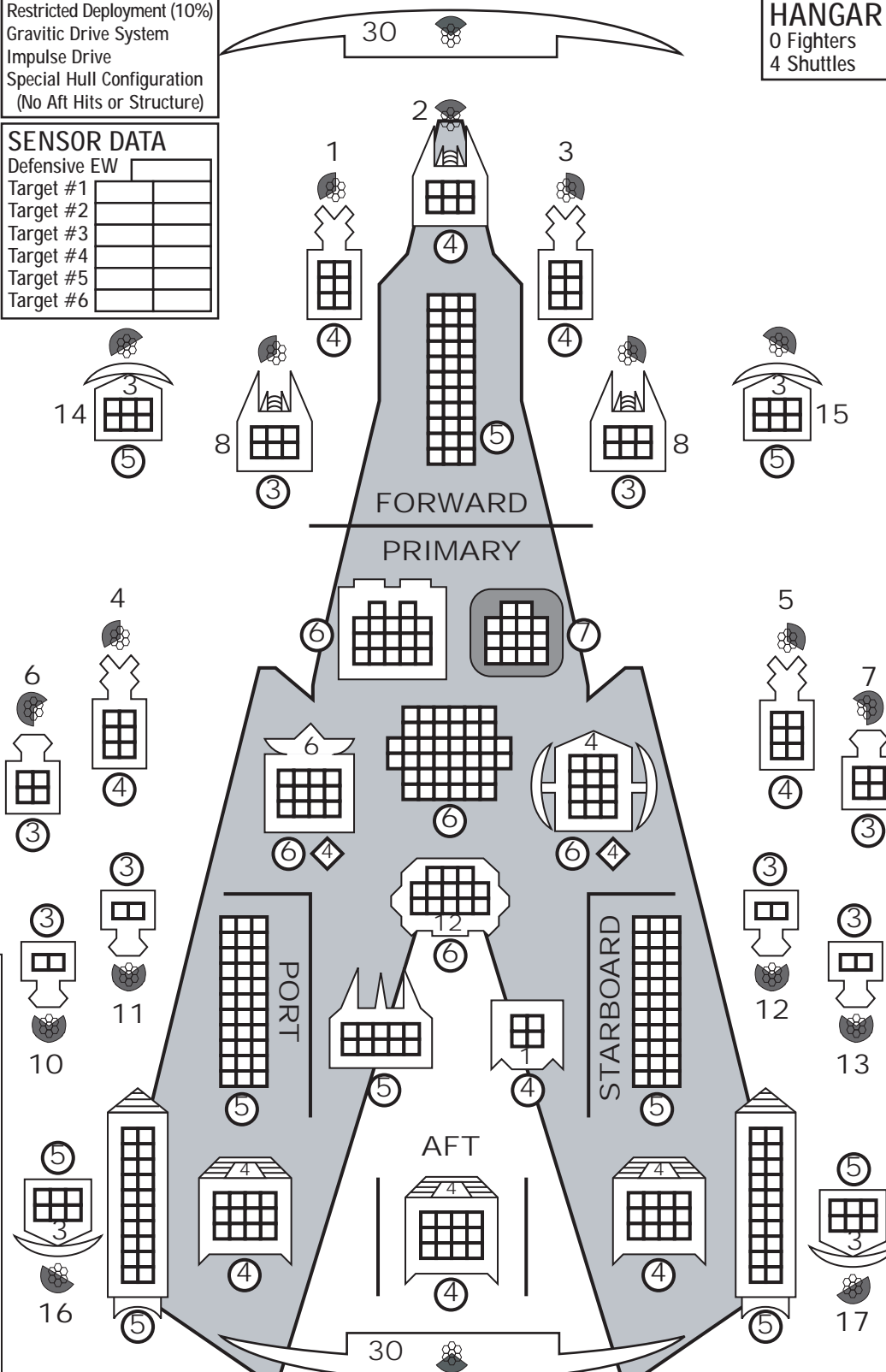
PRIMARY HITS
1-6: Primary Structure
7-8: Impulse Thruster
9-10: Tractor Beam
11-12: Shield Generator
13-14: Sensors
15-16: Hangar
17-18: Engine
19: Reactor
20: C&C

SPECIAL NOTES
Restricted Deployment (10%)
Gravitic Drive System
Impulse Drive
Special Hull Configuration
(No Aft Hits or Structure)

SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

ICON RECOGNITION

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