

Tolkid Sho'Bren Heavy Cruiser

SPECS

Class: Capital Ship
In Service: 1464
Point Value: 115
Ramming Factor: 155
Jump Delay: N/A

MANEUVERING

Turn Cost: 1x Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 2 Thrust
Pivot Cost: 2+2 Thrust
Roll Cost: 2+2 Thrust

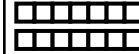
COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 16
Engine Efficiency: 5/1
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	10	11	12	12
Turn Delay	2	3	4	6	7	8	10	11	12	14	15	16

HANGAR

0 Fighters
2 Shuttles: Thrust: 2
Armor: 0 Defense: 13/13



WEAPON DATA

Heavy Rifled Cannon

Class: Projectile
Modes: Standard
Damage: 2d5+5
Range Penalty: -1 per hex
Fire Control: +2/+0/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns

Rifled Cannon

Class: Projectile
Modes: Standard
Damage: 1d5+6
Range Penalty: -3 per 2 hexes
Fire Control: +1/-1/-3
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns

Rotary Cannon

Class: Projectile
Modes: Raking (2)
Damage: 1d3+2
Range Penalty: -3 per hex
Fire Control: +3/+3/+3
Intercept Rating: -1
(vs Ballistic only)
Rate of Fire: 1 per turn

FORWARD HITS

1-4: Retro Thrust
5-6: Fuel Cell
7-9: Rifled Cannon
10: Rotary Cannon
11-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Port/Stb Thrust
4-5: Fuel Cell
6-8: Heavy Rifled Cannon
9-10: Rifled Cannon
11-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Rifled Cannon
9-10: Rotary Cannon
11-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-12: Primary Structure
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Fuel Cell
20: C & C

SPECIAL NOTES

Ammo Storage Level 1
Fuel Cell Reactors
Antiquated Sensors
Unreliable Ship
Vulnerable to Criticals

SENSOR DATA

Defensive EW

Target #1

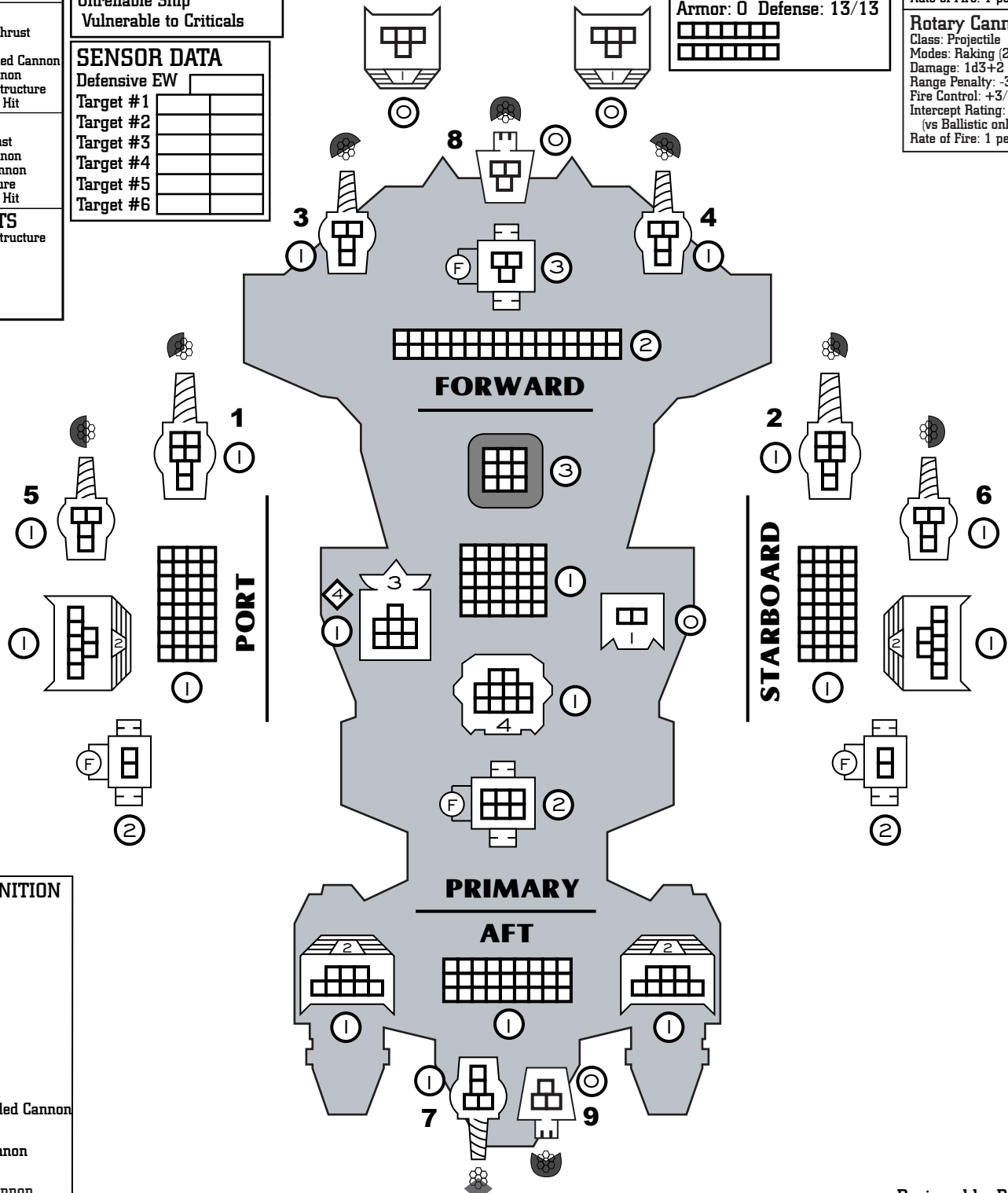
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Fuel Cell
- Hangar
- Heavy Rifled Cannon
- Rifled Cannon
- Rotary Cannon