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 110 145963
 668 99400148592146
 73 52858
 748 57311663
 652 1400583873446
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 190 63762693
 224 435226764
 573 573711679096
 781 848899422
 36 118032157882

Tholian Warship

Fighter; Commissioned: 2242

Hull Data

Structure: 10 [29 space][3 space remains]
 Size/Decks: 2/1
 Length/Height/Beam: 15/5/5 m
 Complement: 1

Tactical Data

Torpedo Launchers: TPT-1 (x1/B) [-6]
 Penetration: 4/3/2/1/0
 Other Weapon: Tholian Web Mk 2 [-3]
 Penetration: Special
 Deflector Shield: PFF 2 (A) [-5]
 Protection/Threshold: 12/2

Propulsion Data

Impulse System: SBE (.5c) (D) [-5]
 Warp System: T-WD-3 (5/6/7 OCU) (C) [-2]

Operational Data

Atmosphere Capable: Yes [-1]
 Cargo Units: 2 [0]
 Life Support: Class 2 (C) [-3]
 Operations System: Class 2 (C) [-3]
 Sensor System: Class 3 (+3/+2/+1/0/0/D) [-3]
 Separation System: No [0]
 Shuttlebay: No [0]
 Shuttlecraft: N/A
 Tractor Beams: 1 f [0]
 Transporters: 1 standard [0]

Miscellaneous Data

Maneuver Modifiers: -2C, +3H, +1T
 Traits: Vulnerable System (Life Support) [+5]

Mission

The Tholian Warship's primary purpose is the advancement of the Tholian Assembly, whether that means system patrol, invasion, or scouting.



Background

Little is known of the background or origin of the Tholian Warship, as the Tholians are extremely xenophobic and rarely, if ever, part with information concerning them.

Features

The Tholian Warship is equipped with a powerful plasma torpedo launcher and an adequate deflector shield grid. Its most powerful weapon system, however, is its web generator.

Ships in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
Ras'y Tholis	Unknown	Under the command of Loskene, encountered the Federation Starship <i>Enterprise NCC 1701 (2268)</i> .

Appearances

<u>Series</u>	<u>Media</u>
TOS	T.V. "The Tholian Web"

New Systems

FTL Propulsion System Costs

System	Space	Speed	Maximum Size	Reliability	Availability
T-WD-1	Size	2/3.5/5 (OCU)	2	B	2132
T-WD-3	Size	5/6/7 (OCU)	2	C	2232

Note: Use this table to supplement Table 1.11 in the *Starships* supplement.

Alien Beam Weapon Costs

Type	Space	Offensive Value	Minimum Size	Availability
<i>Disruptors</i>				
T-GDM-1 ¹	3	3	2	2122
<i>Other Weapons</i>				
Tholian Energy Dampener Mk 1	Size	See below	2	2100
Tholian Energy Dampener Mk 2	Size	See below	2	2200
Tholian Web Mk 1	4	See below	2	2100
Tholian Web Mk 2	3	See below	2	2200

Note: Use this table to supplement Table 1.21 in the *Starships* supplement.

1: Use Table 1.17 in the *Starships* supplement to determine penetration values.

Alien Missile Weapon Costs

Type	Space	Offensive Value	Minimum Size	Availability
<i>Tholian Plasma Torpedoes</i>				
TPT-1 ²	6	10	2	2249

Note: Use this table to supplement Table 1.22 in the *Starships* supplement.

2: Use Table 1.23 in the *Starships* supplement to determine penetration values.

Tholian Energy Dampener

The Tholian Energy Dampener drains energy from enemy targets and disables systems, leaving it vulnerable to subsequent attacks.

Effect: A target ship's protection is increased by 5 for purposes of defending against this attack. If the target ship is hit, every system must make a TN 10 (TN 12 for the Mk 2) reliability test or be rendered inoperable. Crew may attempt to bring inoperable systems back online using the rules on pp. 122 – 123 of the *Star Trek RPG Narrator's Guide*.

A Tholian Energy Dampener



Tholian Web

The Tholian Web, also known as a tractor field, is an energy net that is “spun” or “cast” by starships.

Effect: The Tholian Web requires at least two ships equipped with the Web to be in Short range of the target vessel. The more ships participating in the creation of the Web, the faster it is created (see below for Web creation times).

Once created, the Web is self-sustaining and can absorb an amount of damage indicated below, which varies on whether the Web is two-dimensional, or three-dimensional. Ships outside the Web (or the other side of it if the Web is two-dimensional) gain a bonus to their Protection against attacks from ships within the Web, this bonus applies while the Web is being “spun” or “cast”. After 5 rounds of existence, the Web can be made to collapse, dealing damage (see below) to the trapped ship each round until the trapped ship is destroyed.

The three-dimensional Web also functions as a high-power immobilization field/tractor beam. Ships within the Web must succeed at a TN 15 (TN 20 for the Mk 2) Propulsion Engineering test to activate the ship’s sublight engines.

It is possible for small (Size 1) starships to pass through the minute gaps in the Web, but successfully doing so requires a TN 20 System Operation (Flight Control) test.

Number of starships	Rounds to complete 2-d Web	Rounds to complete 3-d Web
2-5	3	5
6-11	2	4
12+	1	3

Tholian Web	Damage absorbed (2-d)	Damage absorbed (3-d)	Protection bonus	Collapsing damage
Mk 1	100	150	3	5
Mk 2	150	225	5	10

A Tholian Web being “spun”

