

# THOLIAN MESHWEAVER

## SYSTEMS

COMMS 10

ENGINES 08

STRUCTURE 08

COMPUTERS 08

SENSORS 10

WEAPONS 08

## DEPARTMENTS

COMMAND 01

SECURITY 02

SCIENCE 03

CONN 03

ENGINEERING 02

MEDICINE 02

Power: 8

SCALE: 3

RESISTANCE: 3

SHIELDS: 16

CREW: Proficient (Attribute 9, Discipline 2)

### ATTACKS:

- Tetryon Beam Array (Energy, Range Medium 5A, Weakening 1)
- Thermionic Torpedoes (Torpedo, Range Long, 6A, High Yield)
- Tractor Beam (Strength 2)

### SPECIAL:

- Advanced Shields (Talent)
- Weakening (Weapon Effect) When 1 or more Effects are rolled, the attack reduces the target's maximum Shields by X. This damage can't be restored by the Regenerate Shields Task for a number of rounds equal to the number of Effects rolled. On subsequent attacks, the damage is cumulative but the duration is the number of Effects rolled or the existing duration, whichever is longer.
- Web Spinner (Talent; see the *Alpha Quadrant Sourcebook*)

**Traits:** Tholian Starship, Non Class-M Life support

**Overview:** The *Mesh Weavers* is a Tholian frigate used for border defense as well as accompanying larger craft in fleet maneuvers.

**Capabilities:** At the start of the Dominion War, *Wesh Weavers* make up a large percentage of the Tholian fleet. They are larger and more advanced version of the 23rd-Century *Spinners*, being heavily shielded to give them time to spin their energy webs.

