

THOLIAN RECLUSE

SYSTEMS

COMMS 08

ENGINES 08

STRUCTURE 10

COMPUTERS 09

SENSORS 10

WEAPONS 08

DEPARTMENTS

COMMAND 02

SECURITY 02

SCIENCE 03

CONN 01

ENGINEERING 02

MEDICINE 02

Power: 8

SCALE: 7

RESISTANCE: 7

SHIELDS: 9

CREW: Talented (Attribute 10, Discipline 3)

ATTACKS:

- Tetryon Beam Array (Energy, Range Medium 9♣, Weakening 1)
- Thermionic Torpedoes (Torpedo, Range Long, 6♣, High Yield)
- Tractor Beam (Strength 6)

SPECIAL:

- Advanced Sensor Suites (Talent)
- Extensive Shuttlebays (Talent)
- Modular Laboratories (Talent)
- Fighter Wings

The ship contains a fighter wing that can be used offensively or defensively. **Offense:** If the Recluse hits with an attack, the fighters grant 2 bonus Threat that cannot be saved. **Defense:** The Difficulty of attacks against the Recluse increase by 1. The fighters can be targeted as small craft. A single breach disables a fighter, and when 3 have been disabled they can no longer make attack runs.

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

Overview: The Tholian *Recluse* is a carrier used by the Tholian Assembly, first used in the middle decades of the 24th Century. While identified as a battleship by Starfleet, it's primary purpose is scientific missions.

Capabilities: *Recluse* starships are designed for investigating anomalies, especially spacial and temporal, which fascinate the Tholians. Each *Recluse* carries a squadron of *Widow* fighters, which it can use as fighters or short-range sensor relays, creating a "sensor web."

