

THE SLAX BATTLE LINE

The SLAX are sometimes allies, and at other times rivals, of the disruptor-armed FRAX and the plasma-armed PRAX.

They have an unusual number of shuttles, transporters, and Marines because they were designed to use particle cannons and shield crackers to penetrate the shields of a rebellious ship without damaging it, then send the Marines in the arrest the rebels and return the ship to the service of the Tholian Will.

Johickles-class Heavy Cruiser

185 points (CA)

The powerful forward phaser array of this unit makes the Slax Heavy Cruiser a force to be reckoned with. Extra power and a unified hull structure combine to make the heavy cruiser a solid, dependable ship.

Ships of the Class: *Jessini, Johickles, Garcarney, Ritzen, Mikwest, Erilverman, Gartgen, Jefnoran, Soerlein, Johtiff, Randeem, Mikafton, Jorg.*

Turn: 3
 Damage: 33 / 11
 Craft: 6 shuttles
 Shields: 24
 Marines: 20
 Traits: Labs 4, Probe 1, Quick Launch,
 Tractor Beam 2, Transporter 5.
 Shapeways: Pending (Use Frax CA.)

REVISED TO SHOW Q-TURRET

Weapon	Range	Arc	AD	Special
Phaser-1	18	F, P, S	4	Accurate +2, Kill Zone 8, Precise
Phaser-1	18	A, P, S	2	Accurate +2, Kill Zone 8, Precise
Phaser-3	6	F, P	1	Accurate +1, Kill Zone 2, Precise
Phaser-3	6	F, S	1	Accurate +1, Kill Zone 2, Precise
Phaser-3	6	A, P	1	Accurate +1, Kill Zone 2, Precise
Phaser-3	6	A, S	1	Accurate +1, Kill Zone 2, Precise
Particle Cannon	18	F, P, S	2	Accurate +1, Heavy, Kill Zone 8, Rapid Fire 2
Particle Cannon	18	A, P, S	2	Accurate +1, Heavy, Kill Zone 8, Rapid Fire 2
Web Breaker	6	P, S	2	Accurate +1, Damage Attenuation 1/1, Heavy, Multi-Hit 7

