



Version 1: 2E/BT

Name: \_\_\_\_\_ Counter: \_\_\_\_\_

## Invader Jumpship (Inner Sphere)

### SPECS

Class: Medium Ship  
In Service: 2735  
Point Value: 175 each  
Ramming Factor: 80  
KF Delay: 12 turns

### MANEUVERING

Turn Cost: 2/3 xSpeed  
Turn Delay: 2/3 xSpeed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 1 Thrust  
Roll Cost: 1 Thrust

### COMBAT STATS

Fwd/Aft Defense: 11  
Sib/Port Defense: 15  
Engine Efficiency: 3/1  
Extra Power: 0  
Initiative Bonus: +9

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	2	3	4	4	5	6	6	7	8	8
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

### Docking Collar

3 Drop Ships

### SPECIAL NOTES

Adds +1 initiative bonus  
to all allied ships in combat

### HANGAR

2 Small Ships

Thrust: 6 No Weapons

Armor: 0 Def: 10/10



### WEAPON DATA

#### PPC

Class: Particle  
Modes: Standard  
Damage: 1d6+6  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+1  
Intercept Rating: -1  
Rate of Fire: 1 per 2 turns

### FORWARD HITS

1-3: Retro Thrust  
4: PPC  
5: Hangar  
6-8: Cargo A  
1911: Cargo B  
12-17: Structure  
18-20: PRIMARY Hit

### AFT HITS

1-5: Main Thrust  
6-8: Docking Collar  
9-11: KF Drive  
12-17: Structure  
18-20: PRIMARY Hit

### PRIMARY HITS

1-6: Port/Sib Thrust  
7-9: Docking Collar  
10-12: Sensors  
13-15: Engine  
16-17: Hangar  
18-19: Reactor  
20: C & C

### SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

### ICON RECOGNITION



Thruster



C &amp; C



Sensors



Engine



Reactor



Hangar



Cargo



Docking Collar



PPC

