



Hit Chart

This creature resolves all hits to structure, using the fighter armor chart. Weapons are operational until the creature is killed.

Colour Out of Space (2)

SPECS

Class: LCV
In Service: Elder Days
Point Value: ??
Ramming Factor: 10
Jinking Limit: n/a

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 0
Accel/Decel Cost: 1 Thrust
Pivot Cost: 2 Thrust
Roll Cost: n/a

COMBAT STATS

Fwd/Aft Defense: 7 (8) □
Stb/Port Defense: 7 (8)
Free Thrust: 15
Offensive Bonus: +7
Initiative Bonus: +10

SPECIAL NOTES

Variable Armor

ARMOR



SENSOR DATA

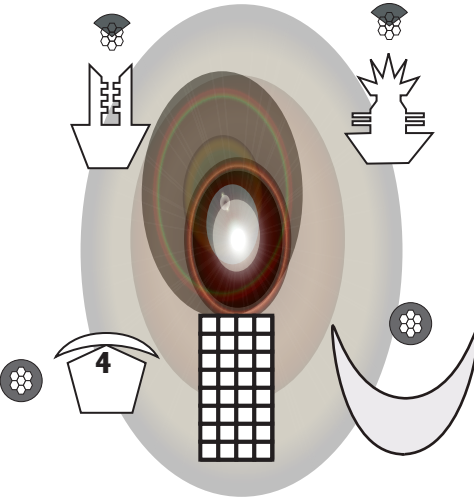
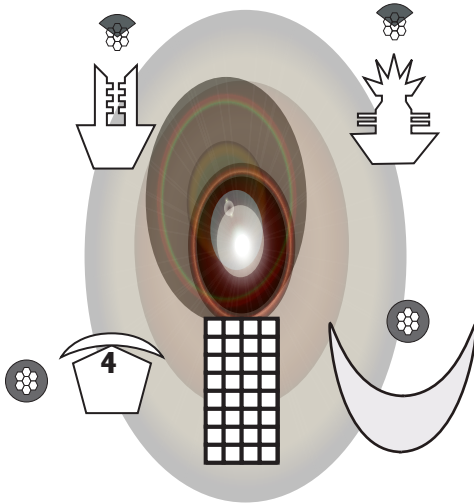
Defensive EW

Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

SENSOR DATA

Defensive EW

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ICON RECOGNITION



Enveloping Field



Energy Leech



Disintegrating Touch



EM Shield



WEAPON DATA

Enveloping Field

May board per breaching pod rules. Successful boarding causes 1d6 Sanity, Thrust and Power per turn. Marines may attack Colour as specialized mission. Forces drop out rolls for Fighters. See rules.

Disintegrating Touch

Class: Molecular
Mode: Raking
Damage: 2d10+10
Range Pen: -1 per 2 hex (max range 10 hexes)
Fire Control: +4/+3/+0
Intercept Rating: -3
Rate of Fire: 2 per turn
Special: Ignores all armor. Damage caused by this weapon cannot be repaired. Reduces armor by 2 on damaged systems.

Energy Leech

Class: EM
Mode: Standard
Damage: None
Range Pen: -1 per hex
Fire Control: +3/+3/+3
Intercept Rating: n/a
Rate of Fire: 2 per turn
Special: -1 power if structure hit; deactivates power-using systems; +4 criticals to non-powered systems; forces auto-dropout on fighters. See rules= per Burst Beam.

Gravitic Shield

Subtract Shield Factor from incoming chance to hit and damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active.

Armor Chart

The Colour out of Space is made of energetic particles that interact with matter and energy in different ways. Use the following chart for armor values:

Particle: 12
Laser 10, 5 vs subsequent rakes
Plasma: 12
Molecular: 10, 5 vs subsequent rakes
EM: 0
Matter: 15
Gravitic: 5
Antimatter: 10, 5 vs subsequent rakes
Ionic: 6
Ballistic: 15