



Invid Mollusk Transports (4)

SPECS

Class: Lt Combat Vsl
In Service: Unknown
Point Value: 50 each
Ramming Factor: 35
Jump Delay: 16 Turns

MANEUVERING

Turn Cost: 1/3 Speed
Turn Delay: 1/4 Speed
Accel/Decel Cost: 1 Thrust
Pivot Cost: 1 Thrust
Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 11 (14)
Stb/Port Defense: 11 (14)
Engine Efficiency: 1/1
Extra Power: 0
Initiative Bonus: +14

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

WEAPON DATA

Hangar Deployment:
Fighters may only launch when hangar doors have been deployed. Opening the hull takes one turn, after which fighters may launch/land. During deployment, use higher defensive profile and reduce hangar armor to zero.

HIT LOCATIONS

1-10: Structure
11-14: Hangar
15: Jump Drive
16-17: Drive
18-19: Reactor
20: Control

SPECIAL NOTES

Agile Ships
Atmospheric Capable
Ignores LCV EW Restrictions

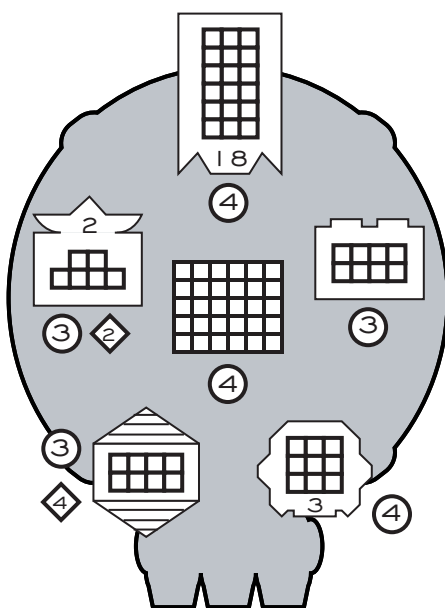
HANGARS

18 Light Fighters

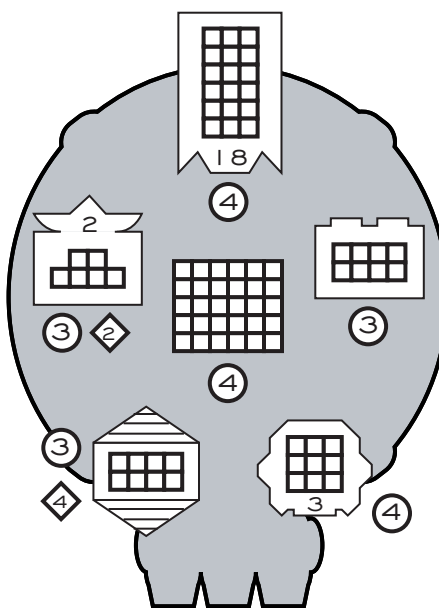
SENSOR DATA

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

Deployed:



Deployed:



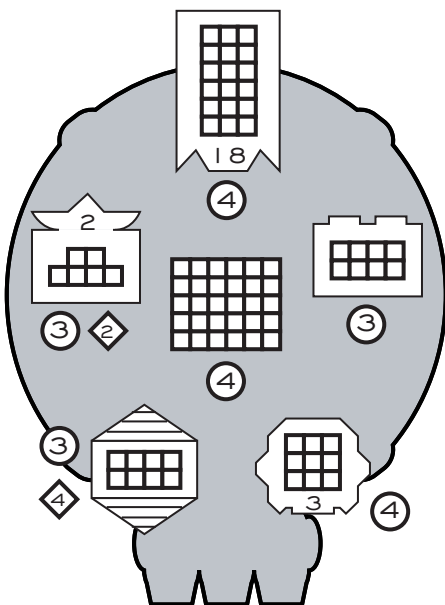
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Defensive EW	
Target #1	
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Target #3	
Target #4	
Target #5	
Target #6	

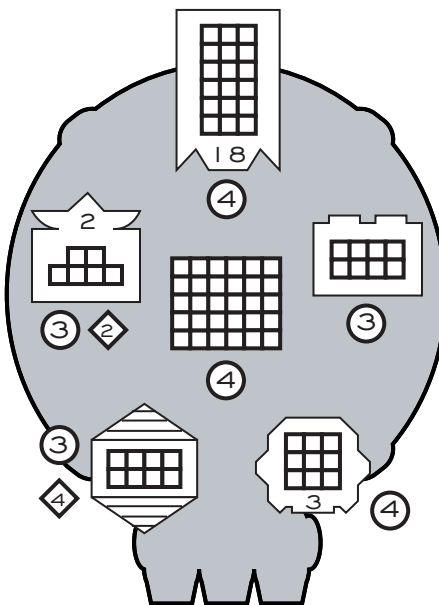
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Defensive EW	
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Deployed:



Deployed:



SENSOR DATA

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

ICON RECOGNITION

- Control
- Drive
- Reactor
- Hangar
- Hyper-Fold Drive