



Wraith Hiveship

SPECS

Class: Enormous
In Service: Ancient
Point Value: 1425
Ramming Factor: 350
Hyper Delay: 20 Turns

MANEUVERING

Turn Cost: 3 x Speed
Turn Delay: 3 x Speed
Accel/Decel Cost: 8 Thrust
Pivot Cost: 5+5 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 20
Stb/Port Defense: 23
Engine Efficiency: 5/1
Extra Power: +0
Initiative Bonus: -4

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	3	6	9	12	15	18	21	24	27	30	33	36
Turn Delay	3	6	9	12	15	18	21	24	27	30	33	36

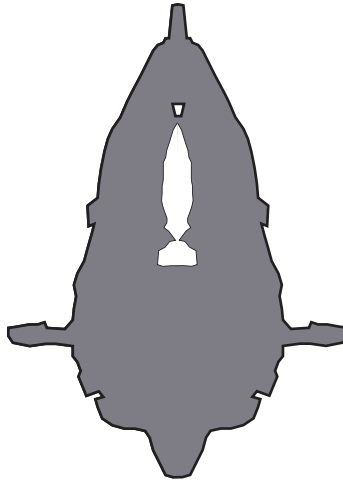
SPECIAL NOTES

Gravitic drive system
Atmospheric Capable
Limited Elint
Transporter Jammer

SENSOR DATA

Defensive EW

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



FORWARD HITS

- 1-3: Fwd Thrusters
- 4-5: Hvy Pulse Fusion Cannon
- 6-8: Med Pulse Fusion Cannon
- 9: Docking Rail
- 10-11: Cargo A/B
- 12: Hangar
- 13-18: Structure
- 19-20: Primary Hit

SIDE HITS

- 1-3: Thruster
- 4-5: Med Pulse Fusion Cannon
- 6-7: Light Pulse Fusion Cannon
- 8: Self-Repair
- 9-10: Port/Stbd Hangar
- 11: Docking Rail
- 12-18: Structure
- 19-20: Primary Hit

AFT HITS

- 1-8: Main Thruster
- 9-10: Med Pulse Fusion Cannon
- 11-12: Hyperspace Drive
- 13-18: Structure
- 19-20: Primary Hit

PRIMARY HITS

- 1-6: Primary Struct
- 7-8: Hangar
- 9-10: Cargo C/D
- 11: Wraith Transporter
- 12-13: Engine
- 14-15: Hyperspace
- 16-17: Reactor
- 18-19: Sensors
- 20: C&C

WEAPON DATA

Heavy Pulse Fusion Cannon

Class: Molecular
Mode: Pulse
Damage: 20 1d3 Times
Maximum Pulses: 4
Grouping Range: +1 per 4
Range Pen: -1 per 3 hexes
Fire Control: +5/+4/+3
Intercept Rating: -3
Rate of Fire: 1 per 3 turns

Medium Pulse Fusion Cannon

Class: Molecular
Mode: Pulse
Damage: 15 1d4 Times
Maximum Pulses: 5
Grouping Range: +1 per 3
Range Pen: -1 per 2 hexes
Fire Control: +4/+4/+4
Intercept Rating: -4
Rate of Fire: 1 per 2 turns

Light Pulse Fusion Cannon

Class: Molecular
Mode: Pulse
Damage: 10 1d4 Times
Maximum Pulses: 5
Grouping Range: +1 per 3
Range Pen: -1 per hex
Fire Control: +3/+2/+5
Intercept Rating: -5
Rate of Fire: 1 per turn

Wraith Transporter

Class: EM
Mode: special
Damage: special
Range Pen: -2 per hex
Fire Control: +5/+4/+3
Intercept Rating: n/a
Rate of Fire: 1 per turn
Special Notes: Can transport characters, marine units, and populace. See Rules.

Docking Rails

3 HCV/MCV Cruisers or Transports

Fwd Hangar

4 Shuttles
2 Wraith Scouts

Primary Hangar (Port)

48 Wraith Darts

Primary Hangar (Stbd)

48 Wraith Darts

Port Hangar

48 Wraith Darts

Stbd Hangar

48 Wraith Darts

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Hyperspace Drive
- Reactor
- Docking Rail
- Cargo
- Hunters Quarters
- Self-Repair
- Wraith Transporter
- Heavy Pulse Fusion Cannon
- Medium Pulse Fusion Cannon
- Light Pulse Fusion Cannon

