



Species 8472 Bioship

SPECS

Class: Capital Ship
In Service: Ancient
Point Value: 2050
Ramming Factor: 270
Warp Delay: 2 Turns

MANEUVERING

Turn Cost: 1/2 Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 3+3 Thrust
Roll Cost: 3+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 12 (9)
Stb/Port Defense: 15 (12)
Engine Efficiency: N/A
Extra Power: +0
Initiative Bonus: +2

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

WEAPON DATA

Bio Concentrator
Class: Electromagnetic
Modes: R(20)P
Damage: 6d10+40
Range Penalty: -1 per 3 hexes
Fire Control: +6/+3/-2
Intercept Rating: -4
Rate of Fire: 1 per turn
Special: Can combine multiple guns into a single shot. Each bio concentrator after the first adds an additional 6d10 dmg to the combined blast. If nine or more concentrators are combined, the combined shot will act as a Vortion planet cracker beam. If fired as a cracker beam, all combined bio concentrators must cooldown for 12 turns.

Macrobiotic Defender
Class: Electromagnetic
Modes: Standard
Damage: 1d10+10
Range Penalty: -2 per hex
Fire Control: +0/+2/+10
Intercept Rating: -5
Rate of Fire: 1 per turn

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

FORWARD HITS

1-4: Bio Concentrator
5-6: EM Shield
7-18: Forward Structure
18-20: PRIMARY Hit

SIDE HITS

1-5: Macrobiotic Defender
6-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Bio Thruster
7-8: EM Shield
9-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-11: Warp Engine
12-13: Self Repair
14-15: Sensors
16: Hangar
17-18: Reactor
19: Fluidic Drive
20: C&C

SPECIAL NOTES

Advanced Sensors
Advanced Armor
Gravitic Drive System
Bio Drives

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

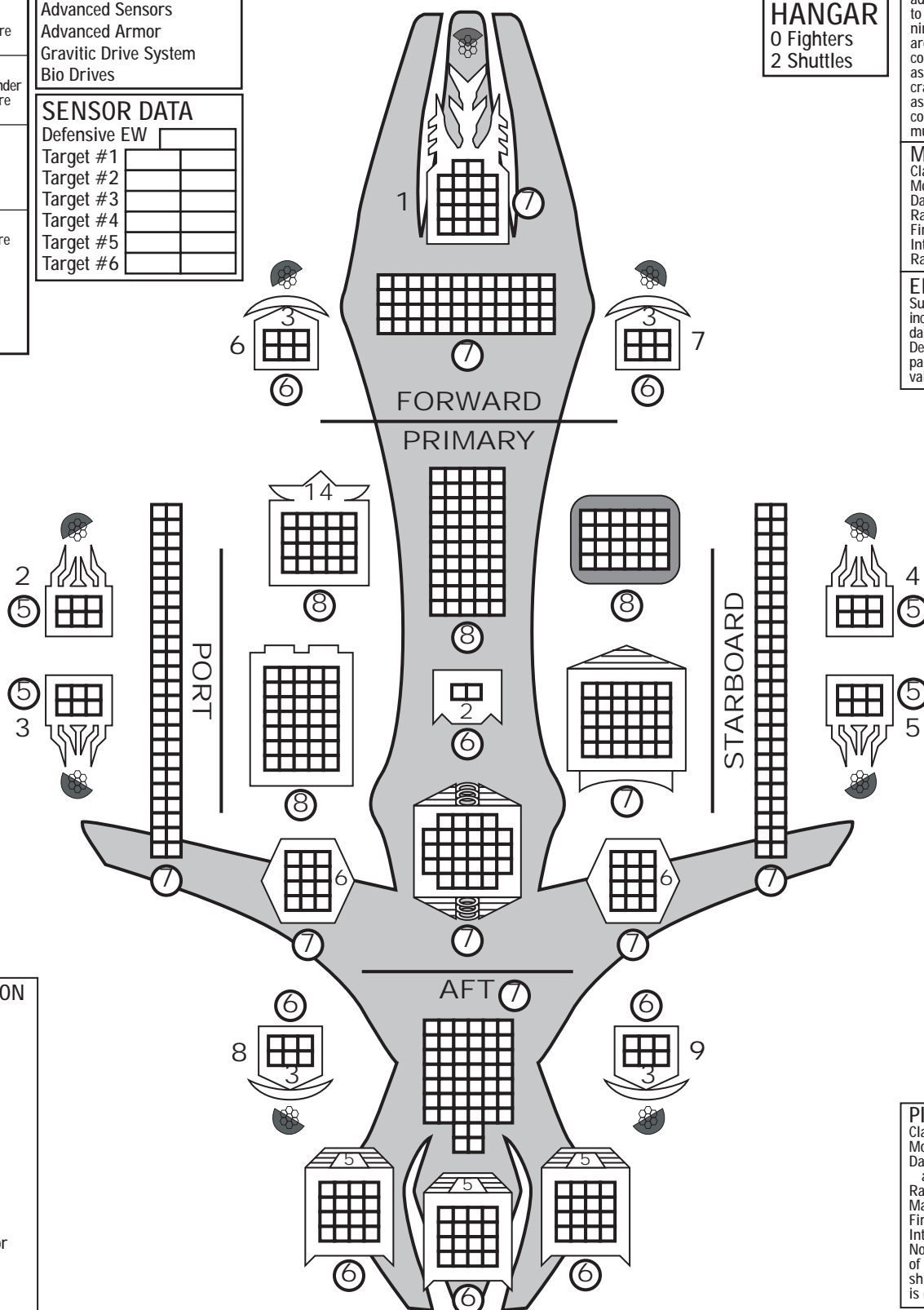
Target #4

Target #5

Target #6

HANGAR

0 Fighters
2 Shuttles



ICON RECOGNITION

- Bio Thruster
- C & C
- Sensors
- Reactor
- Hangar
- Warp Engine
- Fluidic Drive
- Bio Concentrator
- Macrobiotic Defender
- EM Shield

Planet-Cracker Beam

Class: Electromagnetic
Mode: Standard
Damage: Auto-kills anything it hits
Range Penalty: N/A
Max Range: 4 hexes
Fire Control: N/A (auto-hit)
Intercept Rating: N/A
Notes: Fires only into the row of hexes directly ahead of the ship. Anything in those hexes is destroyed.