



Version 1: 2E/GM

Name: _____

Counter: _____



Thirdspace Alien Battleship

SPECS

Class: Enormous Ship
In Service:
Point Value:
Ramming Factor: 840
Jump Delay: 8 Turns

MANEUVERING

Turn Cost: 2 x Speed
Turn Delay: 2 x Speed
Accel/Decel Cost: 12 Thrust
Pivot Cost: 8+8 Thrust
Roll Cost: 6+6 Thrust

COMBAT STATS

Fwd/Aft Defense: 22
Stb/Port Defense: 25
Engine Efficiency: 12/1
Available Power: 250
Initiative Penalty: -4

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|------------|---|---|---|---|----|----|----|----|----|----|----|----|
| Turn Cost | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 |
| Turn Delay | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 |

FORWARD HITS

1-3: Retro Thrust
4-6: Nucleid Burner
7-9: Adv Ranged Fuser
10-12: Hvy Plasma Thrower
13-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-3: Port/Stb Thrust
4-5: Nucleid Burner
6-7: Hvy Plasma Thrower
8-9: PI Defense Array
10-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-6: Main Thrust
7-8: Hvy Plasma Thrower
9-10: Nucleid Burner
11-12: PI Defense Array
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-5: Primary Structure
6-7: Psi Shock Emitter
8: Shield Projector
9: Shield Stabilizer
10: Jump Engine
11-12: Self Repair
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Mag-Gravitic Reactor
20: C & C

SPECIAL NOTES

Arrested Deployment (5%)
Advanced Armor
Advanced Sensors
Singularity Drive System
Special Jump Drive

Nucleid Burner

Class: Molecular
Modes: R (15), P
Damage: 5d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +8/+4/+0
Intercept Rating: n/a
Cooldown Period: 1 Turn
Special: Treats armor as if it were two points lower.

WEAPON DATA

Heavy Plasma Thrower
Class: Plasma
Modes: Standard
Dmg: 4d10+12 (-1 per 3 hexes)
Range Penalty: -1 per 3 hexes
Fire Control: +5/+3/-3
Intercept Rating: n/a
Cooldown Period: 0 Turns

Advanced Ranged Fuser

Class: Plasma
Modes: Standard
Dmg: 2d10+4 (-1 per 3 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+3
Intercept Rating: n/a
Cooldown Period: 0 Turns

DOUBLE POWER

Dmg: 4d10+8 (-1 per 3 hexes)
Range Penalty: -1 per 3 hexes
Fire Control: +5/+2/+0
Intercept Rating: n/a
Cooldown Period: 1 Turn

TRIPLE POWER

Dmg: 6d10+12 (-1 per 4 hexes)
Range Penalty: -1 per 4 hexes
Fire Control: +5/+2/-4
Intercept Rating: n/a
Cooldown Period: 2 Turns

SHIELD DATA

Shield Rating: 100
Shield Efficiency: 2/1
Stabilization: 3/4/5

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Mag-Gravitic Reactor
- Hangar
- Jump Engine
- Self-Repair
- Sphere Shield Projector
- Shield Stabilizer
- Psi Shock Emitter
- Advanced Ranged Fuser
- Heavy Plasma Thrower
- Nucleid Burner
- Plasma Defense Array

Psi Shock Emitter

Class: Mental
Modes: Pulse (see rules)
Damage: 0 1d3 times
Max Pulses: 3
Grouping Range: +1 per 3
Range Penalty: -1 per hex
Fire Control: +5/+5/+5
Intercept Rating: -4 6 times
Cooldown Period: 3 Turns
Special: Non-interceptable.
See rules.

Plasma Defense Array

Class: Plasma
Modes: Standard
Dmg: 2d10+3 (-1 per 2 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: +3/+3/+3
Intercept Rating: -3
Cooldown Period: 0 Turns
Special: May fire up to three shots per turn. Each shot costs 2 points of power.

HANGAR

18 Fighters

2 Shuttles: Thrust: 3

Armor: 5 Defense: 7/7