

# Thirdspace Alien Primordial Cruiser

## SPECS

Class: Capital Ship  
In Service: Primordial  
Point Value: 3800  
Ramming Factor: 400  
Jump Delay: 6 Turns

## MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 1 x Speed  
Accel/Decel Cost: 6 Thrust  
Pivot Cost: 4+4 Thrust  
Roll Cost: 3+3 Thrust

## COMBAT STATS

Fwd/Aft Defense: 18  
Stb/Port Defense: 19  
Engine Efficiency: 8/1  
Available Power: 70  
Initiative Bonus: +2

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

## 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

**Medium Plasma Thrower**  
Class: Plasma  
Modes: Standard  
Dmg: 3d10+8 (-1 per 3 hexes)  
Range Penalty: -1 per 3 hexes  
Fire Control: +3/+3/-1  
Intercept Rating: n/a  
Cooldown Period: 0 Turns

**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.

## FORWARD HITS

1-4: Retro Thrust  
5-6: Hvy Plasma Thrower  
7-9: Med Plasma Thrower  
10: Plasma Defense  
11-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-5: Port/Stb Thrust  
6-8: Med Plasma Thrower  
9: Plasma Defense  
10-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-5: Main Thrust  
6-8: Med Plasma Thrower  
9: Plasma Defense  
10-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

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

## SPECIAL NOTES

Advanced Armor  
Advanced Sensors  
Singularity Drive System  
Special Jump Drive

## SENSOR DATA

Defensive EW

Target #1

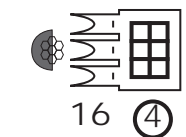
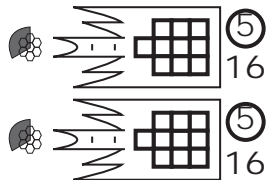
Target #2

Target #3

Target #4

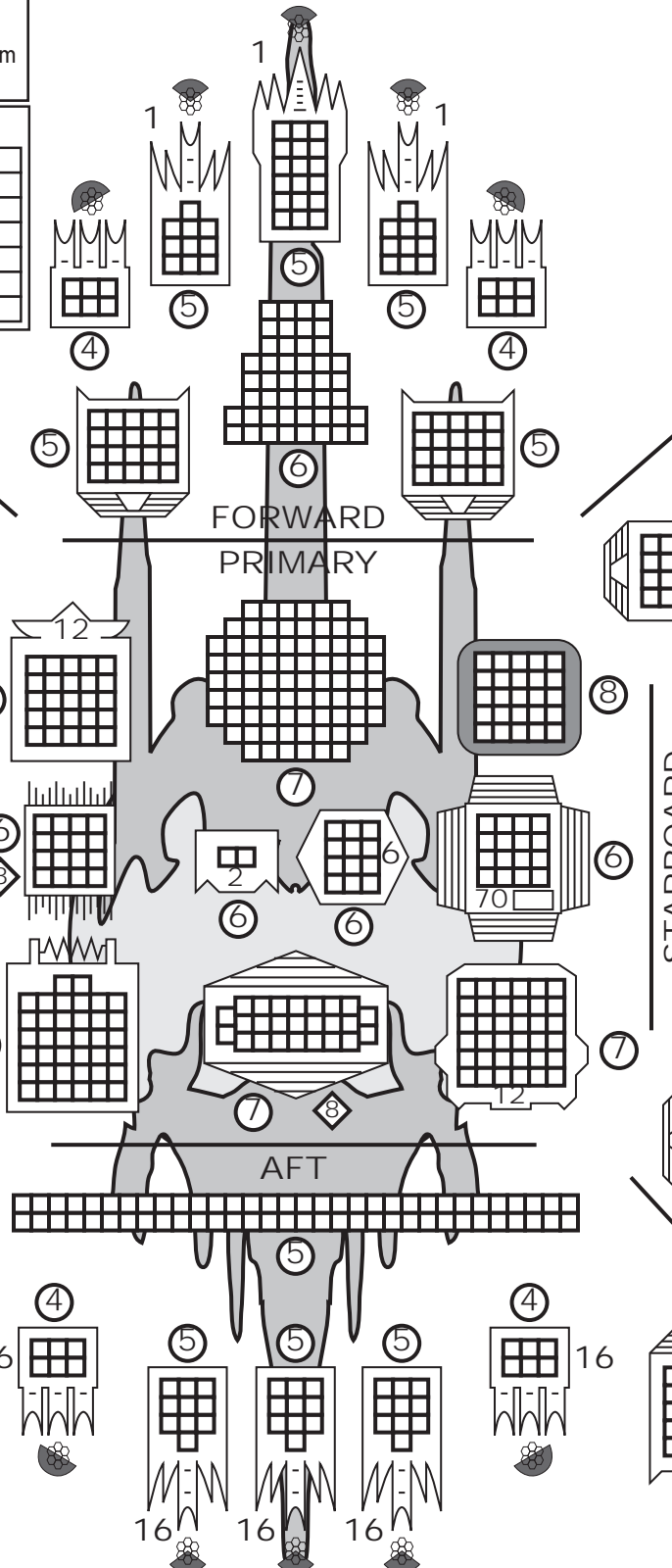
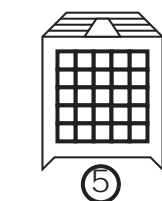
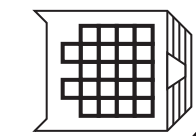
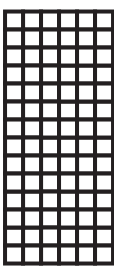
Target #5

Target #6



## ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Mag-Gravitic Reactor
- Hangar
- Jump Engine
- Self-Repair
- Sphere Shield Projector
- Shield Stabilizer
- Heavy Plasma Thrower
- Medium Plasma Thrower
- Plasma Defense Array



## HANGAR

0 Fighters  
4 Shuttles: Thrust: 3  
Armor: 5 Defense: 7/7

## SHIELD DATA

Shield Rating: 70  
Shield Efficiency: 2/1  
Stabilization: 3/5/6