

Thirdspace Alien Raiding Cruiser

SPECS

Class: Capital Ship
In Service: Ancient
Point Value: 3000
Ramming Factor: 400
Jump Delay: 9 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 17
Stb/Port Defense: 17
Engine Efficiency: 6/1
Available Power: 60
Initiative Bonus: +0

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

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

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.

Plasma Defense Array

Class: Plasma
Modes: Standard
Dmg: 2d10+3 (-1 per 2 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: +8/+4/+0
Intercept Rating: -3
Cooldown Period: 0 Turns
Special: May fire up to three shots per turn. Each shot costs 2 points of power.

Plasma Point Projector

Class: Plasma
Modes: Standard
Dmg: 1d10+4 (-1 per 2 hexes)
Range Penalty: -1 per hex
Fire Control: +2/+4/+6
Intercept Rating: -4
Cooldown Period: 0 Turns
Special: May fire up to two shots per turn. Each shot costs 2 points of power.

FORWARD HITS

1-4: Retro Thrust
5-6: Nucleid Burner
7-8: Med Plasma Thrower
9: Plasma Point Proj.
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Stb Thrust
6-7: Nucleid Burner
8: Plasma Defense
9-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9: Plasma Point Proj.
10-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

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

SPECIAL NOTES

Limited Availability (33%)
Advanced Armor
Adv Chameleon Sensors
Singularity Drive System
Special Jump Drive
ELINT Ship

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

Target #7

Target #8

Target #9

Target #10

Target #11

Target #12

Target #13

Target #14

Target #15

Target #16

Target #17

Target #18

Target #19

Target #20

Target #21

Target #22

Target #23

Target #24

Target #25

Target #26

Target #27

Target #28

Target #29

Target #30

Target #31

Target #32

Target #33

Target #34

Target #35

Target #36

Target #37

Target #38

Target #39

Target #40

Target #41

Target #42

Target #43

Target #44

Target #45

Target #46

Target #47

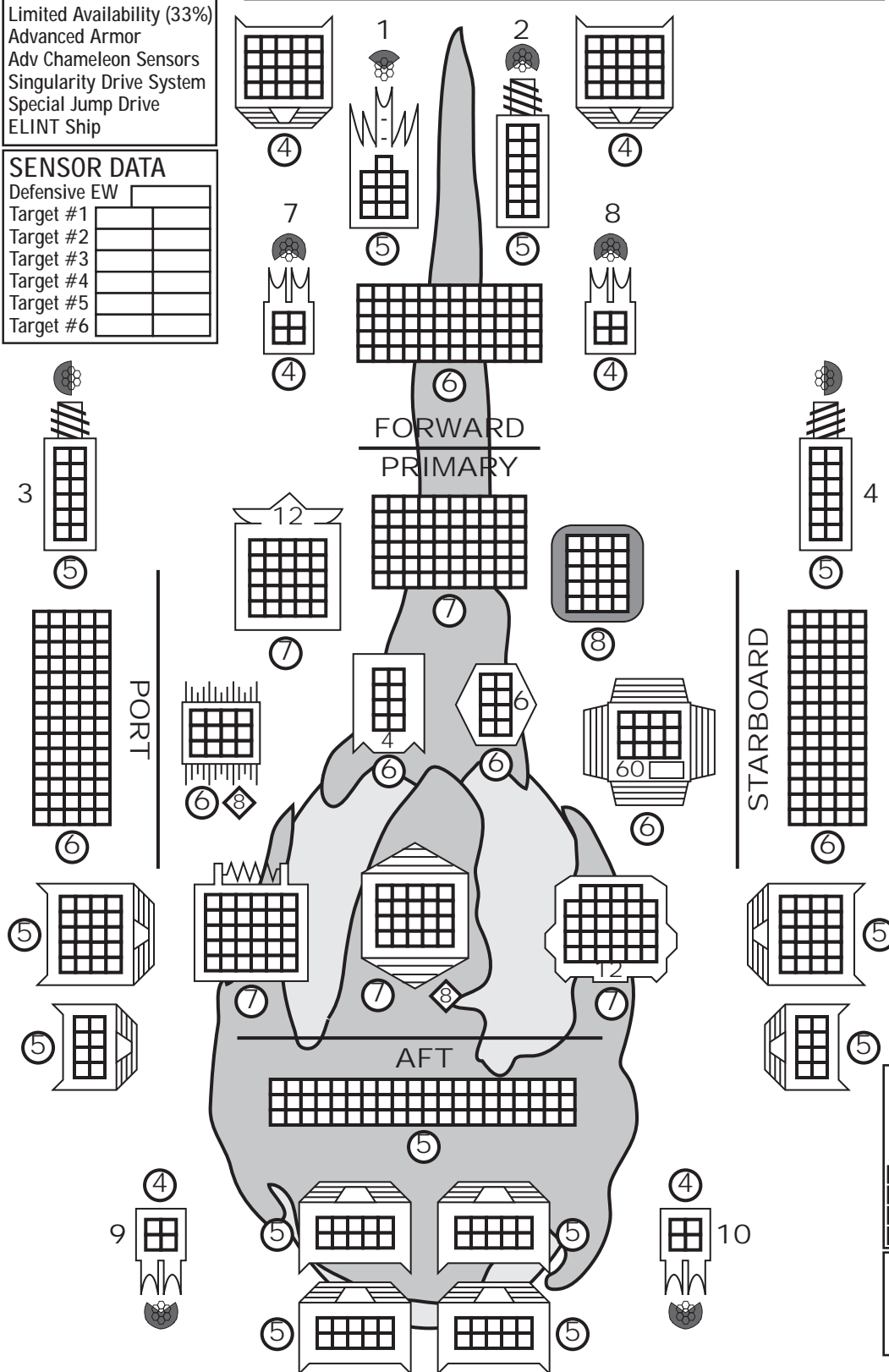
Target #48

Target #49

Target #50

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Mag-Gravitic Reactor
- Hangar
- Jump Engine
- Self-Repair
- Sphere Shield Projector
- Shield Stabilizer
- Medium Plasma Thrower
- Nucleid Burner
- Plasma Defense Array
- Plasma Point Projector



HANGAR

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

SHIELD DATA

Shield Rating: 60
Shield Efficiency: 3/2
Stabilization: 3/5/6