



FORWARD HITS
 1-3: Retro Thrust
 5: Nucleid Burner
 6-7: Adv Ranged Fuser
 8-9: Hvy Plasma Thrower
 10-11: Mega Plasma Thrower
 12: Mag-Gravitic Reactor
 13-18: Forward Structure
 19-20: PRIMARY Hit

SIDE HITS
 1-3: Port/Stb Thrust
 4-5: Lt Nucleid Burner
 6-8: Hvy Plasma Thrower
 9-10: Plasma Defense
 11-12: Class-N Missile Rack
 13-18: Port/Stb Structure
 19-20: PRIMARY Hit

AFT HITS
 1-5: Main Thrust
 6: Adv Ranged Fuser
 7-8: Hvy Plasma Thrower
 9-10: Plasma Defense
 11: Mag-Gravitic Reactor
 12-18: Aft Structure
 19-20: PRIMARY Hit

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

SPECIAL NOTES
 Restricted Deployment (10%)
 Advanced Armor
 Advanced Sensors
 Singularity Drive System
 Special Jump Drive

SENSOR DATA
 Defensive EW

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 Target #1

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 Target #2

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 Target #3

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 Target #4

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 Target #5

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 Target #6

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Thirdspace Alien Battleship

SPECS

Class: Enormous Unit
 In Service: Ancient
 Point Value: N/A
 Ramming Ftr: 1250
 Jump Delay: 9 Turns

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

MANEUVERING

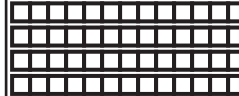
Turn Cost: 2 x Speed
 Turn Delay: 2 x Speed
 Accel/Decel Cost: 12 Thrst
 Pivot Cost: 8+8 Thrust
 Roll Cost: 6+6 Thrust

COMBAT STATS

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

HANGAR

66 Attack Craft
 6 Shuttles: Thrust: 3
 Armor: 5 Defense: 7/7



SHIELD DATA

Shield Rating: 280
 Shield Efficiency: 3/1
 Stabilization: 3/5/6

MISSILES

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ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Mag-Gravitic Reactor
- Hangar
- Jump Engine
- Self-Repair
- Sphere Shield Projector
- Shield Stabilizer
- Mega Plasma Thrower
- Advanced Ranged Fuser
- Heavy Plasma Thrower
- Nucleid Burner
- Lt Nucleid Burner
- Class N Missile Rack
- Plasma Defense Array

WEAPON DATA

Mega Plasma Thrower
 Class: Plasma
 Modes: Standard
 Dmg: 5d10+18 (-1 per 3 hexes)
 Range Penalty: -1 per 3 hexes
 Fire Control: +6/+2/-5
 Intercept Rating: n/a
 Cooldown Period: 0 Turns

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

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.

Light Nucleid Burner
 Class: Molecular
 Modes: R (12), P
 Damage: 2d10+20
 Range Penalty: -1 per 2 hexes
 Fire Control: +6/+4/+0
 Intercept Rating: n/a
 Cooldown Period: 0 Turn,
 1 Turn if fired more than once.
 Special: Treats armor as if it were two points lower. May fire up to three times per turn.

Class N Missile Rack
 Class: Ballistic
 Missiles: 8
 Range Penalty: None (+10)
 Fire Control: +3/+3/+3
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 Turns
 Special: Does not suffer from magazine critical hits. Can hold and fire only Nucleid Missiles. Can be reloaded by using points of self repair. See rules.

Nucleid Missile
 Modes: Flash
 Damage: 36
 Max Range: 20 Hexes
 Fire Control: +3/+1/+1
 Intercept Rating: n/a
 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: +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.

SCS on next page.

