

Thirdspace Alien Heavy Attack Ship

SPECS												
Class: Medium Ship												
In Service: Ancient												
Point Value: 1200												
Ramming Factor: 45												
Jump Delay: 8 Turns												
Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	1	1	2	2	2	3	3	3	4	4	4
Turn Delay	1	1	1	2	2	2	3	3	3	4	4	4

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

COMBAT STATS
Fwd/Aft Defense: 12
Stb/Port Defense: 13
Engine Efficiency: 5/1
Available Power: 36
Initiative Bonus: +14

WEAPON DATA

Fire Blossom

Class: Plasma
Modes: Standard
Damage: 2X+7
Max X: 10
Range Penalty: Special
Range 0-5: No penalty
Range 6+: -1 per 2 hexes
Fire Control: +6/+3/+0
Intercept Rating: n/a
Cooldown Period: 0 Turns
Special: May fire up to three shots per turn. Each shot costs 6 points of power.

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: +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

1-3: Retro Thrust
4-6: Fire Blossom
7-9: Nucleid Burner
10: Plasma Defense
11-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-8: Main Thrust
9-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-8: Port/Stb Thrust
9: Self Repair
10: Shield Projector
11: Shield Stabilizer
12: Jump Engine
13-14: Sensors
15-16: Engine
17-18: Mag-Gravitic Reactor
19-20: C & C

SPECIAL NOTES

Limited Availability (33%)
Agile Ship
Advanced Armor
Advanced Sensors
Singularity Drive System
Special Jump Drive

SENSOR DATA

Defensive EW

Target #1

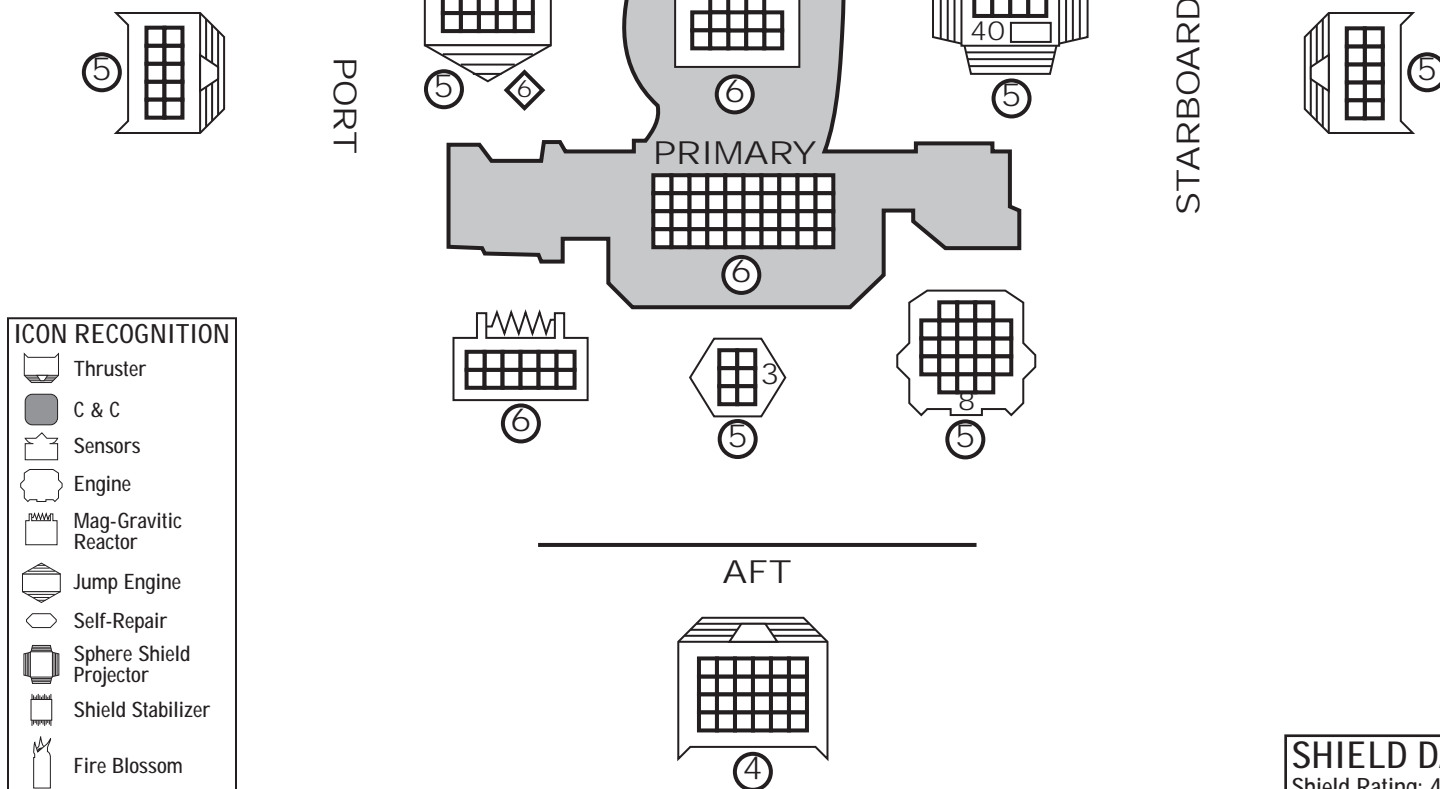
Target #2

Target #3

Target #4

Target #5

Target #6



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Mag-Gravitic Reactor
- Jump Engine
- Self-Repair
- Sphere Shield Projector
- Shield Stabilizer
- Fire Blossom
- Nucleid Burner
- Plasma Defense Array

SHIELD DATA

Shield Rating: 40
Shield Efficiency: 3/2
Stabilization: 4/6/7