

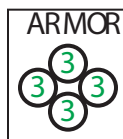
ThirdSpace Heavy Attack Pod

SPECS
 Class: Light Fighter
 In Service: Ancient
 Point Value: 100 each
 Ramming Factor: 25
 Jinking Limit: 6 Levels

MANEUVERING
 Turn Cost: 1/3 Speed
 Turn Delay: 0 Speed
 Accel/Decel Cost: 1 Thrust
 Pivot Cost: 1 Thrust
 Roll Cost: 1 Thrust

COMBAT STATS
 Fwd/Aft Defense: 7
 Stb/Port Defense: 7
 Free Thrust: 10
 Offensive Bonus: +14
 Initiative Bonus: +16

WEAPON DATA
 ultra light Plasma Gun
 Number of Guns: 3 Linked
 Damage: 1d6+3
 Range Penalty: -2 per hex
 Fire Control: n/a
 Rate of Fire: 2 per turn

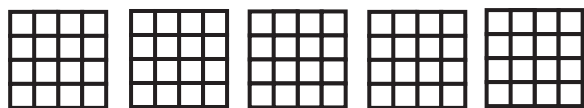


Flight Level Combat
 5 or more above = 0 Hit
 3-4 above = 1/6 Hit
 1-2 above = 1/3 Hit
 0-2 below = 1/2 Hit
 3-4 below = 2/3 Hit
 5-6 below = 5/6 Hit
 7 or more below = All Hit

SPECIAL NOTES
 Gravitic Drive
 Advanced Armor
 Advanced Sensor
 Atmospheric capable
 Plasma Shields 6 pts

Flight #1

Pod #1 Pod #2 Pod #3 Pod #4 Pod #5

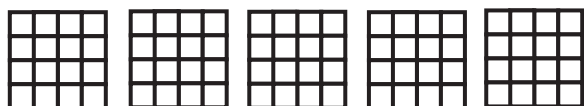


Dropped Out ☐ Shields: ___/6

Initiative	Speed	Thrust Used	Jinking	Notes

Pod #1 Pod #2 Pod #3 Pod #4 Pod #5

Flight #2

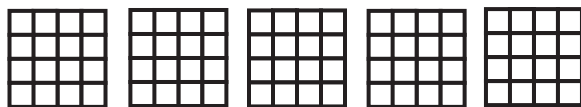


Dropped Out ☐ Shields: ___/6

Initiative	Speed	Thrust Used	Jinking	Notes

Pod #1 Pod #2 Pod #3 Pod #4 Pod #5

Flight #3



Dropped Out ☐ Shields: ___/6

Initiative	Speed	Thrust Used	Jinking	Notes

Plasma Shields:

Primary Effects:

these shields are regenrate to full power each round .
 each point of damage decrease the shields by 1 points.

Secondary Effects:

1. Matter/Ballistic weapons cause no damage to the shields they actually regenrate them at 2 points of damage to 1 points of shields (no more then maximum of 20 points shields strength).
2. Flash Mode has no effect at all.
3. Can not be borded while shield active.
4. 15% chance energy weapons will recharge the shields as Matter Weapons do.
5. Anti-Matter weapons does double damage to the shields.

* the pod are automatic controled each 2 pod can replace 1 shuttle .