

Thirdspace Alien Fire Support Vessel

SPECS

Class: Hvy Combat Vsl
In Service: Ancient
Point Value: 850
Ramming Factor: 170
Jump Delay: 12 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 14
Stb/Port Defense: 15
Engine Efficiency: 5/1
Available Power: 30
Initiative Bonus: +8

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

WEAPON DATA

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

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

1-5: Retro Thrust
6-8: Adv. Ranged Fuser
9: Plasma Point Proj.
10-18: Forward Structure
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8: Plasma Point Proj.
9-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-6: Primary Structure
7-8: 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

Advanced Armor
Advanced Sensors
Singularity Drive System
Special Jump Drive

SENSOR DATA

Defensive EW

Target #1

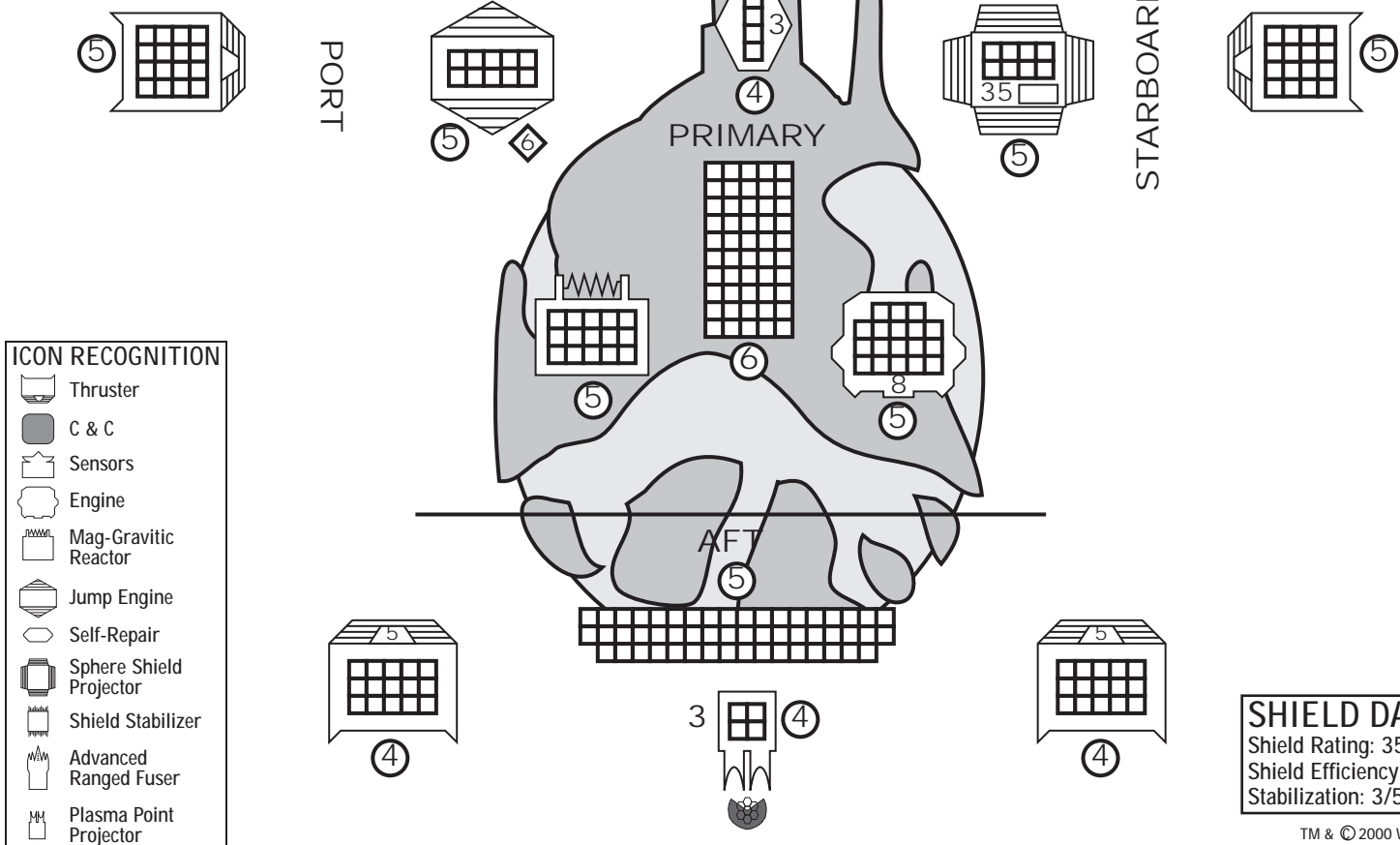
Target #2

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
- Advanced Ranged Fuser
- Plasma Point Projector

SHIELD DATA

Shield Rating: 35
Shield Efficiency: 3/2
Stabilization: 3/5/6