

Version 1: 2E/GM

Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Thirdspace Alien Gunship

## SPECS

Class: Medium Ship  
In Service: Ancient  
Point Value: 1500  
Ramming Factor: 85  
Jump Delay: 9 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 13  
Stb/Port Defense: 14  
Engine Efficiency: 5/1  
Available Power: 40  
Initiative Bonus: +14

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

## WEAPON DATA

**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

## 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

1-4: Retro Thrust  
5-8: Hvy Plasma Thrower  
9-10: 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

Agile Ship  
Advanced Armor  
Advanced Sensors  
Singularity Drive System  
Special Jump Drive

## SENSOR DATA

Defensive EW

Target #1

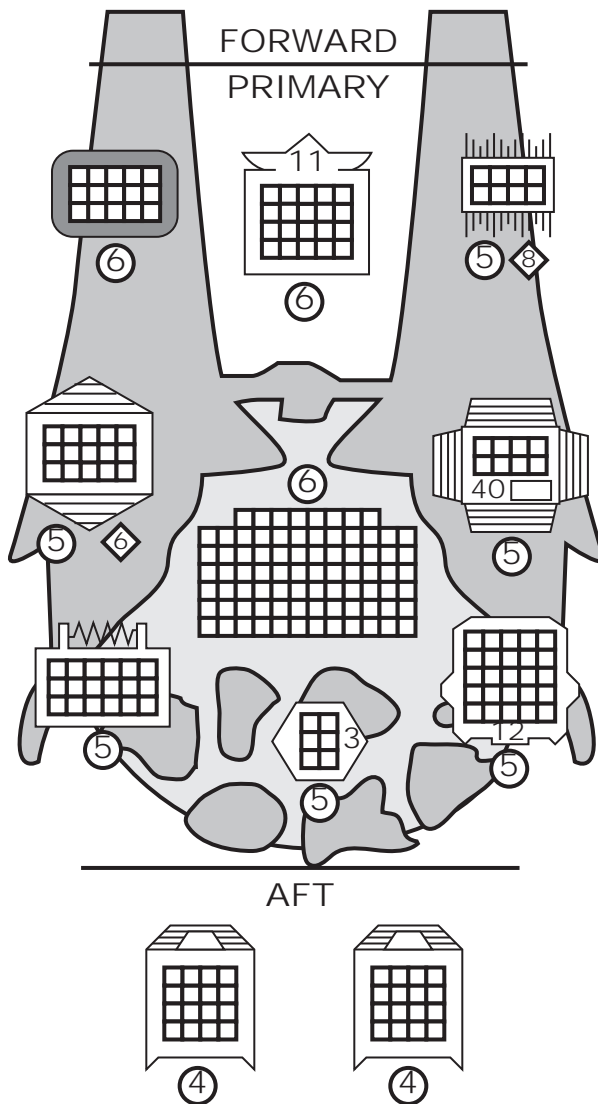
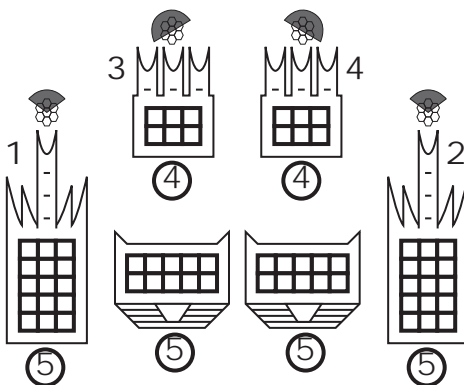
Target #2

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
- Heavy Plasma Thrower
- Plasma Defense Array

## SHIELD DATA

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