

Thirdspace Alien Infiltrator

SPECS

Class: Medium Ship
In Service: Ancient
Point Value: 950
Ramming Factor: 90
Jump Delay: 9 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 13
Stb/Port Defense: 15
Engine Efficiency: 4/1
Available Power: 38
Initiative Bonus: +14

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

WEAPON DATA

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.

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.

Psi Shock Emitter
Class: Mental
Modes: Pulse (see rules)
Damage: 0 1d3 times
Max Pulses: 3
Grouping Range: +1 per 3
Range Penalty: -1 per hex
Fire Control: +5/+5/+5
Intercept Rating: -4 6 times
Cooldown Period: 3 Turns
Special: Non-interceptable. See rules.

FORWARD HITS

1-4: Retro Thrust
5-6: Plasma Point Proj.
7-8: Plasma Defense
9-17: Structure
18-20: PRIMARY Hit

AFT HITS

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

PRIMARY HITS

1-6: Port/Stb Thrust
7-8: Psi Shock Emitter
9: Self Repair
10: Shield Projector
11: Shield Stabilizer
12: Jump Engine
13-14: Sensors
15-16: Engine
17: Hangar
18-19: Mag-Gravitic Reactor
20: C & C

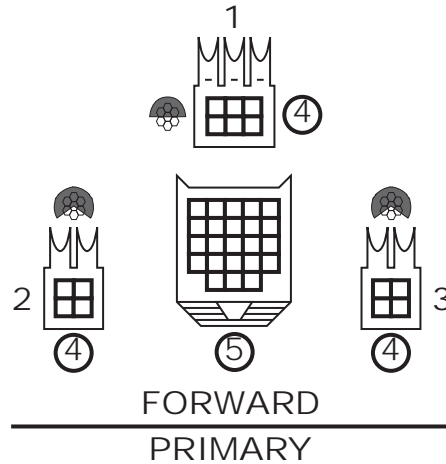
SPECIAL NOTES

Limited Availability (33%)
Agile Ship
Atmospheric Capable
Advanced Armor
Adv Chameleon Sensors
Singularity Drive System
Special Jump Drive
ELINT Ship

SENSOR DATA

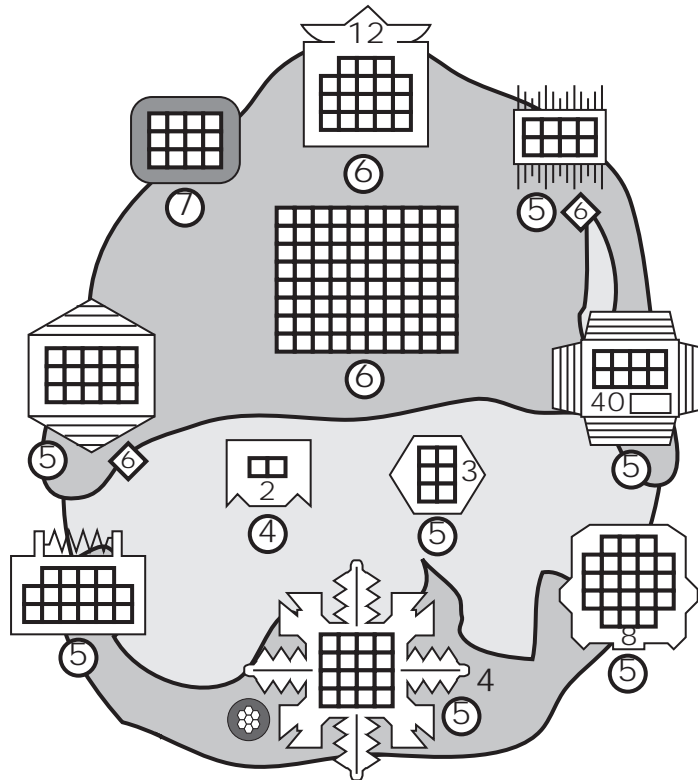
Defensive EW

Target #1
Target #2
Target #3
Target #4
Target #5
Target #6



PORT

STARBOARD



AFT



HANGAR

0 Fighters
2 Shuttles: Thrust: 3
Armor: 5 Defense: 7/7

SHIELD DATA

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

ICON RECOGNITION

- Thrustor
- C & C
- Sensors
- Engine
- Mag-Gravitic Reactor
- Hangar
- Jump Engine
- Self-Repair
- Sphere Shield Projector
- Shield Stabilizer
- Psi Shock Emitter
- Plasma Defense Array
- Plasma Point Projector