



The Hand Advanced Warship

SPECS

Class: Medium Ship
 In Service: Unknown
 Point Value: 675
 Ramming Factor: 70
 Jump Delay: 14 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 11
 Stb/Port Defense: 11
 Engine Efficiency: 2/1
 Extra Power: 0
 Initiative Bonus: +12

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	2	2	3	3	4	4	5	5	6	6

WEAPON DATA

Plasma Converter

Class: Plasma
 Modes: Raking (8)
 Damage: 6d10+4 (-1 per hex)
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+2/-5
 Intercept Rating: n/a
 Rate of Fire: 1 per 3 turns

Molecular Pulse Blaster

Class: Molecular
 Modes: Pulse
 Damage: 12 1d3 times
 +3 Power: 12 1d2+1 times
 +6 Power: 12 3 times
 Max Pulses: 3
 Pulse Grouping: +1 per 3
 Range Penalty: -1 per hex
 Fire Control: +4/+3/+3
 Intercept Rating: -2
 Rate of Fire: 1 per 2 turns
 Special: Can fire every turn doing 1 pulse with no pulse grouping bonus.

Ballistic Mine Launcher

Class: Ballistic
 Modes: Proximity
 Damage: By mine type
 Range Penalty: None
 Fire Control: n/a
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns

Polyhedral Captor Mine

Cost: 50 combat points
 Range: 6 hexes
 Accuracy: +7
 Damage: 10
 Signature: 0
 Special: a single polyhedral mine will deposit a captor mine in the target hex and each surrounding hex. Each mine has the statistics shown above; considered a single mine for launch purposes; includes IFF enhancement.

FORWARD HITS

1-3: Retro Thrust
 4-6: Plasma Converter
 7-10: Mol Pulse Blaster
 11-17: Structure
 18-20: PRIMARY Hit

AFT HITS

1-3: Main Thrust
 4-6: Plasma Converter
 7-10: Mol Pulse Blaster
 11-17: Structure
 18-20: PRIMARY Hit

PRIMARY HITS

1-6: Port/Stb Thrust
 7-8: Ballistic Mine
 9-10: Jump Engine
 11-13: Sensors
 14-15: Engine
 16-17: Hangar
 18-19: Reactor
 20: C&C

SPECIAL NOTES

Advanced Armor
 Gravitic Drive System

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

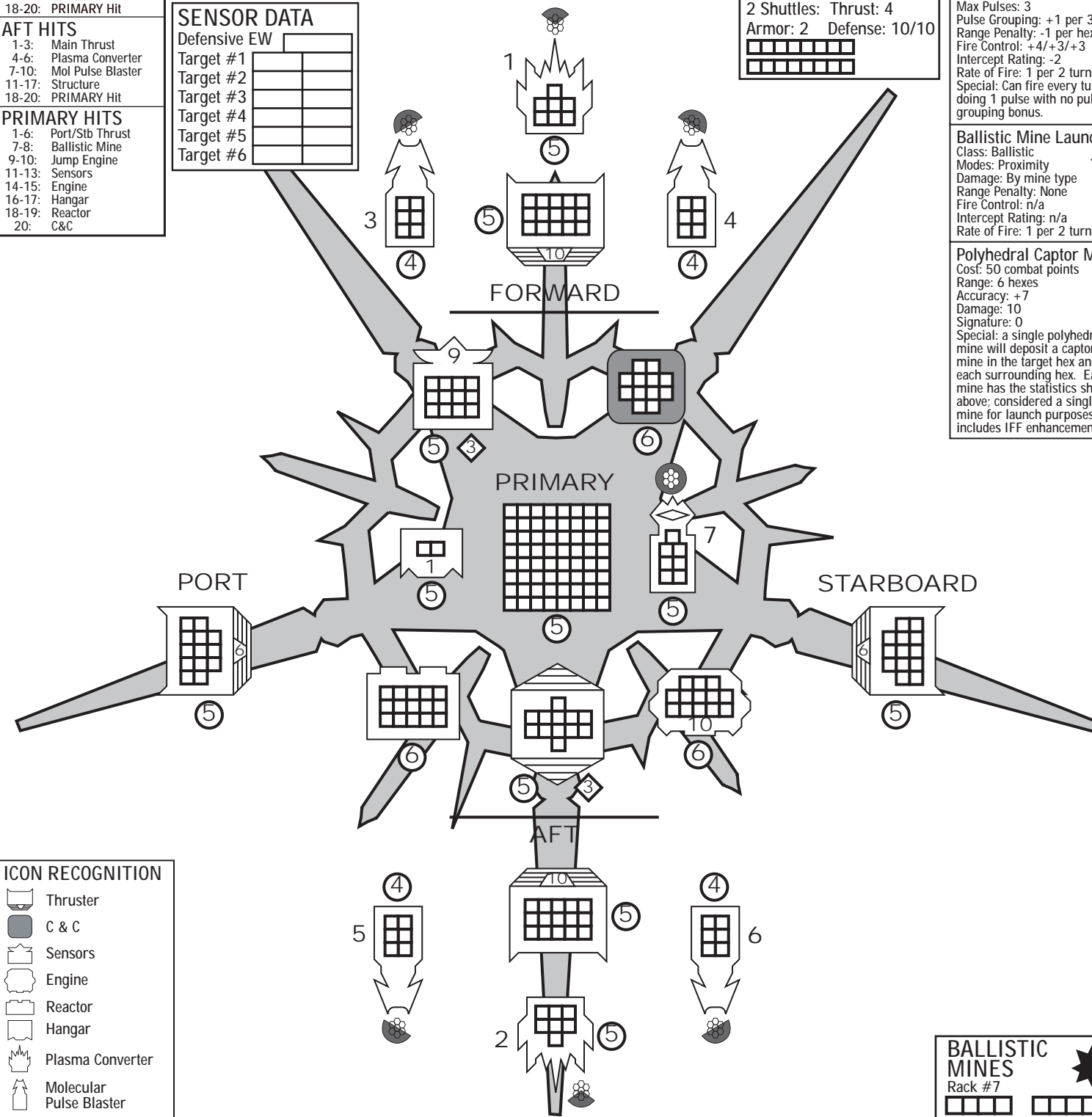
Target #6

HANGAR

0 Fighters

2 Shuttles: Thrust: 4

Armor: 2 Defense: 10/10



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Plasma Converter
- Molecular Pulse Blaster
- Ballistic Mine

BALLISTIC MINES

Rack #7

