



Tapla Jellyscout

SPECS

Class: Capital Ship
In Service: ???
Point Value: 1300
Ramming Factor: 300
Jump Delay: N/A

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 16 (13)
Stb/Port Defense: 16 (13)
Engine Efficiency: 4/1
Extra Power: +0
Initiative Bonus: +3

WEAPON DATA

Plasma "Spitwad"
Class: Ballistic (Plasma)
Modes: Flash
Damage: 3d10
Range Penalty: n/a (max 30)
Fire Control: +2/+0/-
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Defender ship gets to add 1/3 PSI rating of highest TEEP to Defense.

Plasma "Spray"
Class: Plasma
Modes: Raking (5)
Damage: 3d10+4 (-1 per hex)
Range Penalty: -1 per hex
Fire Control: +2/+2/-4
Intercept Rating: n/a
Rate of Fire: 1 per 2 turns
Special: Each sub-volley is mitigated by armor, and each full sub-volley which strikes a system degrades armor there by 1 point permanently.

Plasma "Spit"
Class: Plasma
Modes: Standard
Damage: 4d10+12 (-1 per hex)
Range Penalty: -1 per hex
Fire Control: +3/+1/-4
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
*Special: Can fire at an accelerated ROF for less damage, as shown below:
1 per turn: 1d10+4 -1/hex
1 per 2 turns: 2d10+8 -1/hex
Defender ship gets to add 1/3 PSI rating of highest TEEP to Defense.*

FORWARD HITS
1-4:Energy Shield
5-9:Plasma "Spray"
10-18: Forward Struct
19-20:PRIMARY Hit

SIDE HITS
1-4:Energy Shield
5-9:Plasma "Spit"
10-18:Port/Stb Struct
19-20:PRIMARY Hit

AFT HITS
1-6:Bio Thruster
7-8:Energy Shield
9-11:Plasma "Spit"
11-18:Aft Struct
19-20:PRIMARY Hit

PRIMARY HITS
1-9:Primary Struct
10-11: Plasma "Spitwad"
12-13:Self-Repair
14-15:Sensors
16-17:Hangar
18-19:Heart
20: Roll Again
(Another 20: Brain)

SPECIAL NOTES

Bio-Drive System
P15 Rating
Able to provide +4 OEW vs. telepathic targets

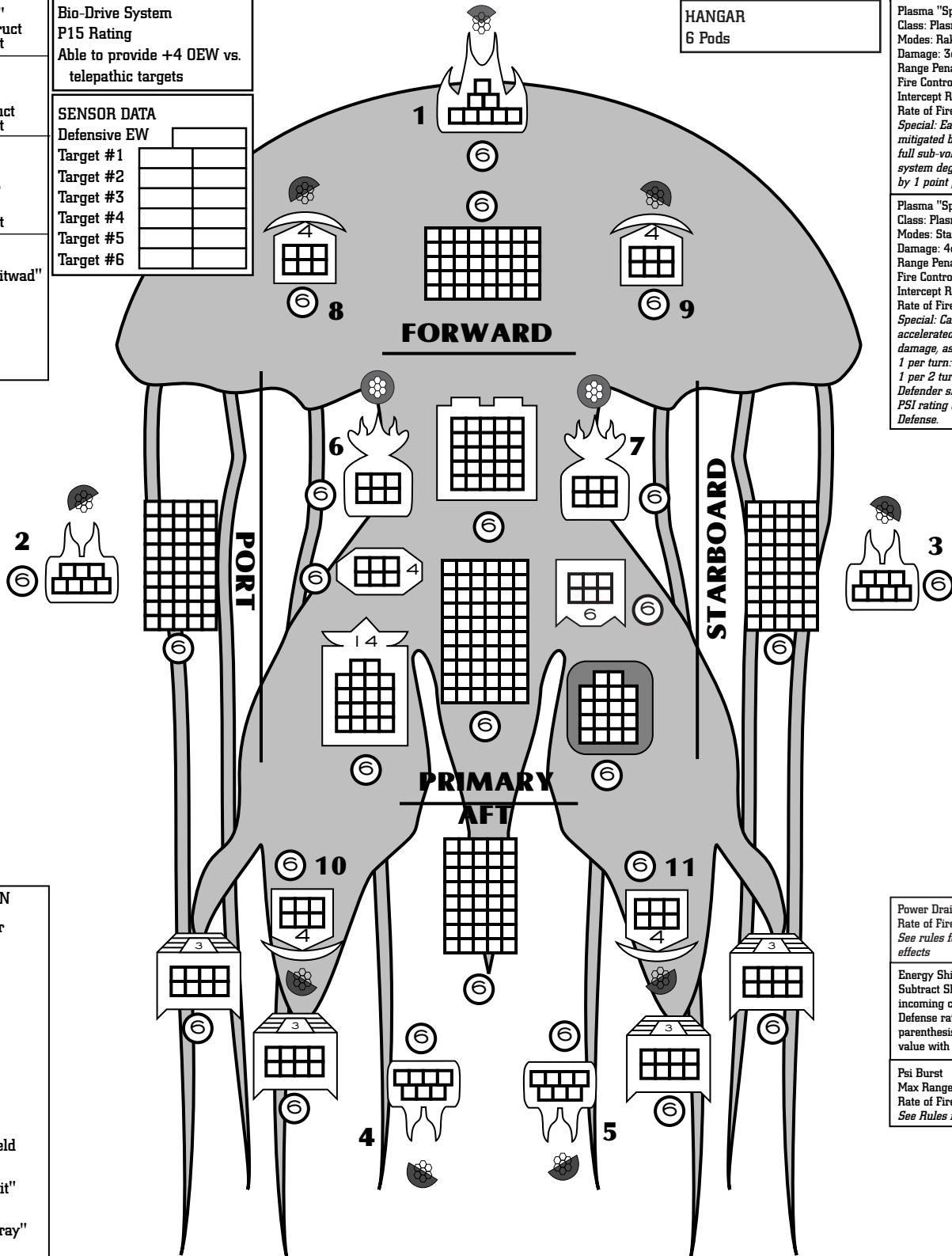
SENSOR DATA

Defensive EW

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

HANGAR

6 Pods



ICON RECOGNITION

- Bio-Thruster
- Brain
- Sensors
- Engine
- Reactor
- Hangar
- Self-Repair
- Energy Shield
- Plasma "Spit"
- Plasma "Spray"
- Plasma "Spitwad"

Power Drain
Rate of Fire: 1 per 3 turns
See rules for operation and effects

Energy Shield
Subtract Shield Factor from incoming chance to hit.
Defense rating shown in parenthesis () indicates value with shield active.

Psi Burst
Max Range: 18 Hexes
Rate of Fire: 1 per 2 turns
See Rules for effects