



# Tapla Jellyship

## 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 "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.*

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

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	2	3	4	4	5	6	6	7	8	8

EACH HANGAR  
6 Pods

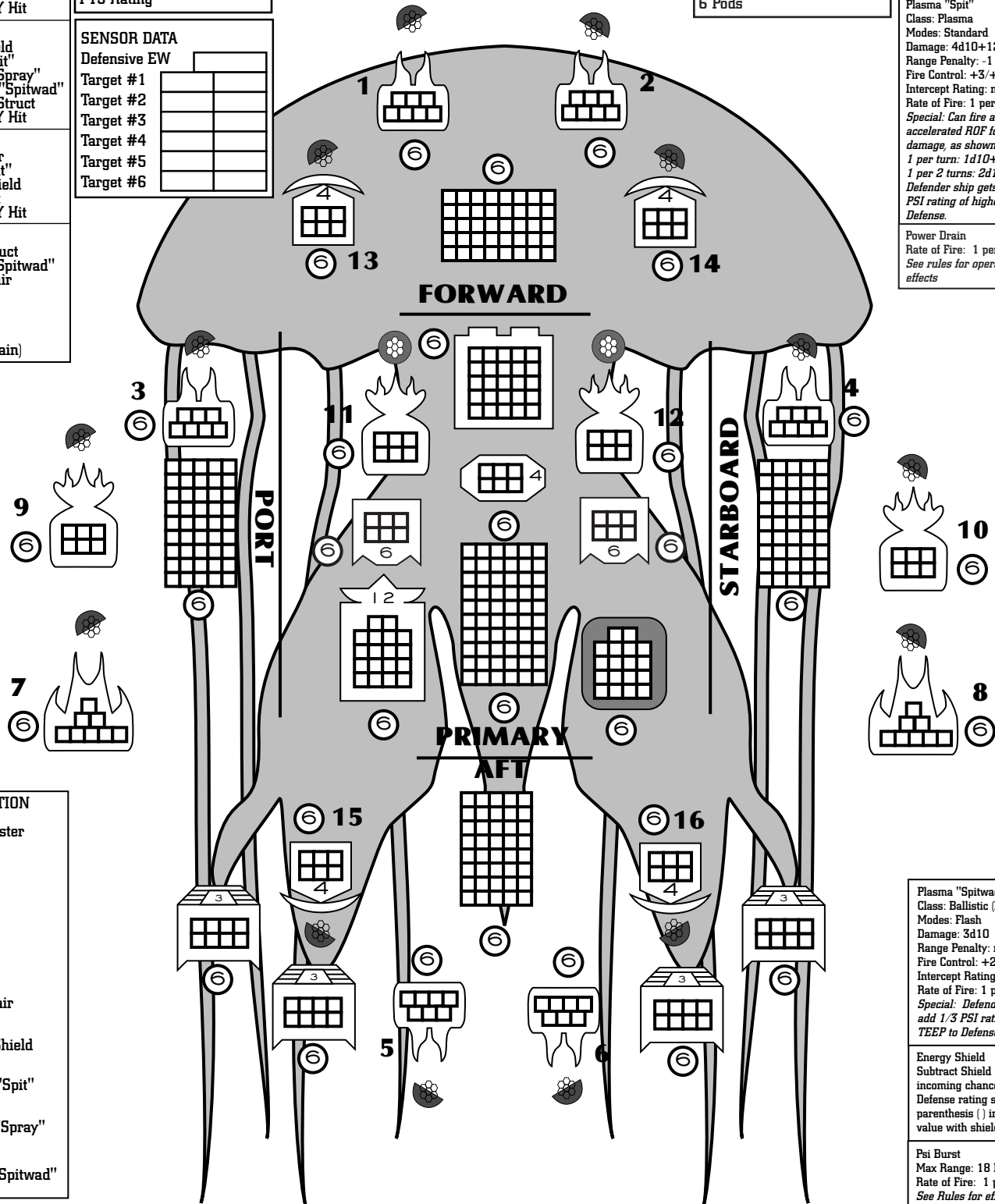
<b>FORWARD HITS</b> 1-6: Plasma "Spit" 7-10: Energy Shield 11-18: Forward Struct 19-20: PRIMARY Hit
<b>SIDE HITS</b> 1-4: Energy Shield 5-7: Plasma "Spit" 8-10: Plasma "Spray" 11-12: Plasma "Spitwad" 13-18: Port/Stb Struct 19-20: PRIMARY Hit
<b>AFT HITS</b> 1-6: Bio Thruster 7-8: Plasma "Spit" 9-10: Energy Shield 11-18: Aft Struct 19-20: PRIMARY Hit
<b>PRIMARY HITS</b> 1-8: Primary Struct 9-11: 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

## SENSOR DATA

Defensive EW

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



## ICON RECOGNITION

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

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.*

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*