

# Tapla Starfish

## SPECS

Class: Medium Ship  
In Service: ???  
Point Value: 750  
Ramming Factor: 85  
Jump Delay: N/A

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 13 (10)  
Stb/Port Defense: 14 (11)  
Engine Efficiency: N/A  
Extra Power: 0  
Initiative Bonus: +15

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

## EACH HANGAR

3 Pods

## PRIMARY HITS

1-6: Structure  
7-8: Energy Shield  
9-10: Bio-Thruster  
11: Self-Repair  
12-13: Plasma "Spit"  
14-15: Plasma "Spray"  
16-17: Hangar  
18: Sensors  
19: Heart  
20: Roll Again  
(Another 20: Brain)

## SPECIAL NOTES

Agile Ship  
Bio-Drive System  
P13 Rating

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

Target #6

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## ICON RECOGNITION

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

## 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.

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

Psi Stun  
Max Range: 15 Hexes  
Rate of Fire: 1 per 2 turns  
See Rules for effects

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