

Tapla StarVine

SPECIAL NOTES

P18; +7 Rating for OEW
ELINT vs targets
within 35 hexes.
Section Tendrils can
act as tractor beams
within 3 hexes.

SPECS

Class: Enormous Base
In Service: ???
Point Value: 8000
Ramming Factor: 1100
Jump Delay: N/A

MANEUVERING

Turn Cost: N/A
Turn Delay: N/A
Accel/Decel Cost: N/A
Pivot Cost: N/A
Roll Cost: N/A

COMBAT STATS

Fwd/Aft Defense: 20 (16)
Stb/Port Defense: 20 (16)
Engine Efficiency: N/A
Extra Power: 0
Initiative Bonus: N/A

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.

SECTION HITS

1-3 Plasma "Spraywad"
4-6 Plasma "Spit"
6-9 Plasma "Spray"
10: Hangar
11-18: Section Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8 Primary Structure
9-10: Energy Shield
11-13: Plasma "Spitwad"
14-15: Self Repair
16-17: Sensors
18-19: Heart
20: Roll Again
Another 20: Brain

Note: This unit has only four main sections: Forward, Port, Starboard, and Aft. Angled systems are hit on either adjacent section hit and fall off only if both adjacent sections are lost.

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

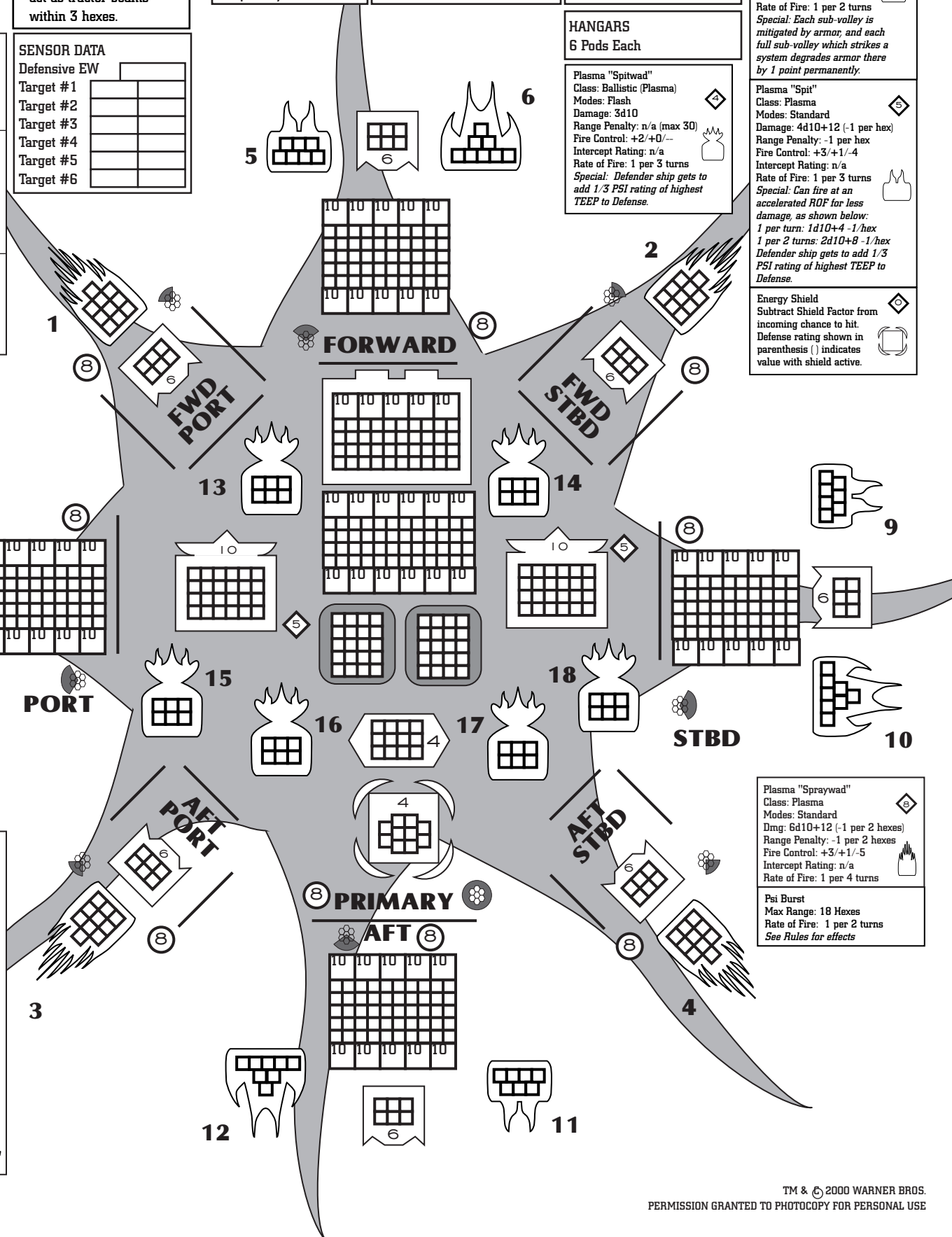
Target #4

Target #5

Target #6

ICON RECOGNITION

- Brain
- Sensors
- Reactor
- Hangar
- Energy Shield
- Self-Repair
- Plasma "Spit"
- Plasma "Spray"
- Plasma "Spitwad"
- Plasma "Spraywad"



Plasma "Spraywad"
Class: Plasma
Modes: Standard
Dmg: 6d10+12 (-1 per 2 hexes)
Range Penalty: -1 per 2 hexes
Fire Control: +3/+1/-5
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

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