

Tapla Sprouts (2)

SPECS

Class: Lt Combat Vsl

In Svc: ???

Point Value: 250

Ramming Factor: 40

Jump Delay: N/A

MANEUVERING

Turn Cost: 1/3 Speed

Turn Delay: 1/3 Speed

Accel/Decel Cost: 1 Thrust

Pivot Cost: 2 Thrust

Roll Cost: 1 Thrust

COMBAT STATS

Fwd/Aft Defense: 10 (8)

Stb/Port Defense: 12 (10)

Engine Efficiency: 2/1

Extra Power: +0

Initiative Bonus: +14

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

HIT LOCATIONS

1-9: Structure
10: Self-Repair
11-12: Plasma "Spit"
13-14: Slight Plasma "Spit"
15: Energy Shield
16-17: Bio-Drive
18-19: Heart
20: Brain

SPECIAL NOTES

Agile

Bio-drive

P10 Rating

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

SENSOR DATA

Defensive EW

Target #1

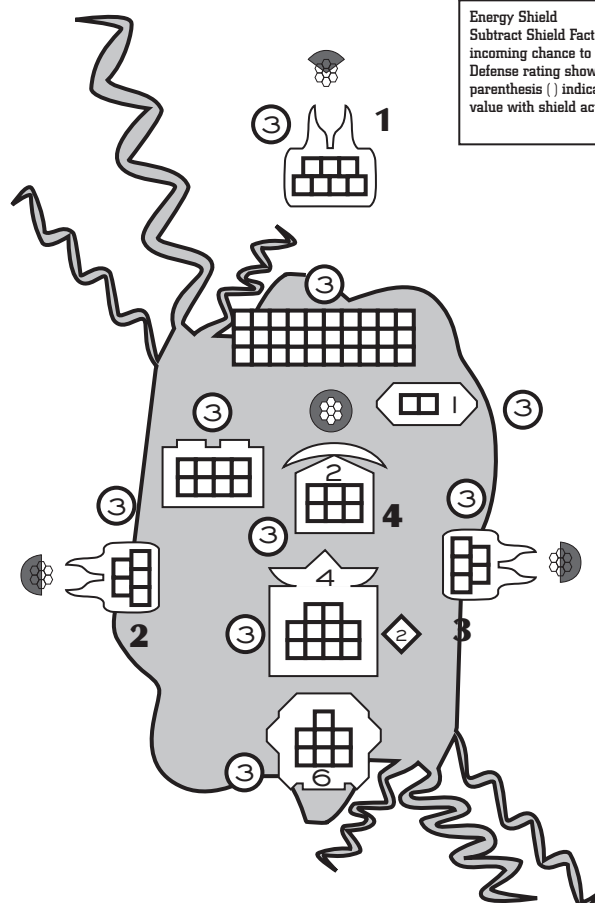
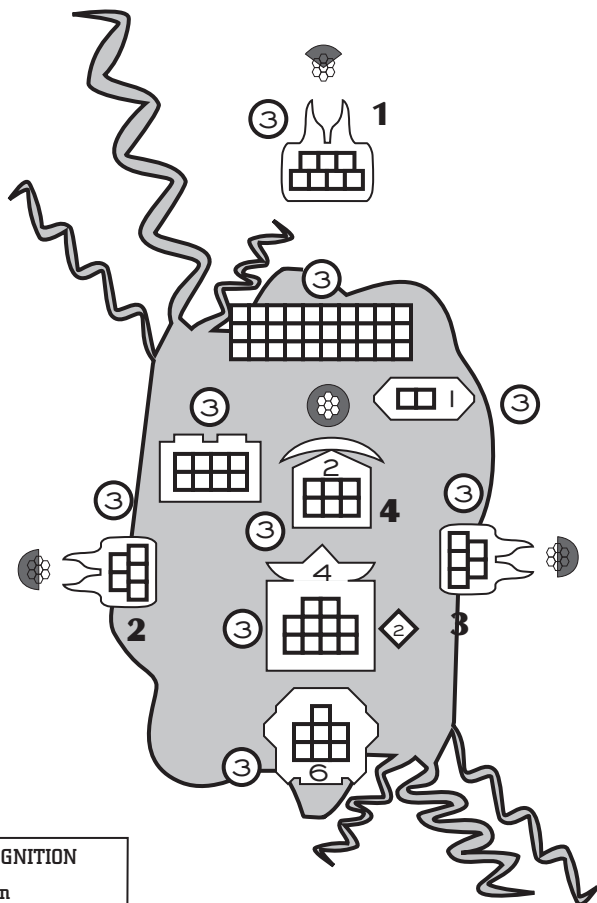
Target #2

Target #3








Target #4

Target #5

Target #6



ICON RECOGNITION

-  Brain
-  Drive
-  Heart
-  Self-Repair
-  Energy Shield
-  Plasma "Spit"
-  Slight Plasma "Spit"

WEAPON DATA

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 RUF 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.*

Psi Stun

Max Range: 12 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*

Plasma "Spit"

Class: Plasma

Modes: Standard

Damage: 1d6+5 (-1 per hex after 2 hexes)

Range Penalty: -2 per hex after 2 hexes

Fire Control: +2/+0/+4

Intercept Rating: n/a

Rate of Fire: 1 per turn

*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.