



# Supox Blade

## SPECS

Class: Medium Ship  
In Service: SC2  
Point Value: 400  
Ramming Factor: 80  
Jump Delay: 24 Turns

## MANEUVERING

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

## COMBAT STATS

Fwd/Aft Defense: 12  
Stb/Port Defense: 13  
Engine Efficiency: 1/1  
Extra Power: 0  
Initiative Bonus: +13

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

## WEAPON DATA

**Lt Plasma Accelerator**  
Class: Plasma  
Modes: Standard  
Dmg: 3d10+10 (-1 per hex)  
Range Penalty: -1 per hex  
Fire Control: +2/+2/-1  
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+2 -1/hex  
1 per 2 turns: 2d10+5 -1/hex

## Lateral Thruster

For every two thrust channeled into the thruster the ship can move one hex in any direction other than directly forward. This hex of movement does not affect speed and does not count toward the unit's turn delay.

## FORWARD HITS

1-3: Retro Thrust  
4-6: Lt Plasma Accel  
7: C&C  
8-17: Structure  
18-20: PRIMARY Hit

## AFT HITS

1-7: Main Thrust  
8-17: Structure  
18-20: PRIMARY Hit

## PRIMARY HITS

1-7: Port/Stb Thrust  
8-10: Lateral Thruster  
11-13: Jump Engine  
14-16: Sensors  
17-18: Engine  
19: Hangar  
20: Reactor

## SPECIAL NOTES

Agile Ship

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

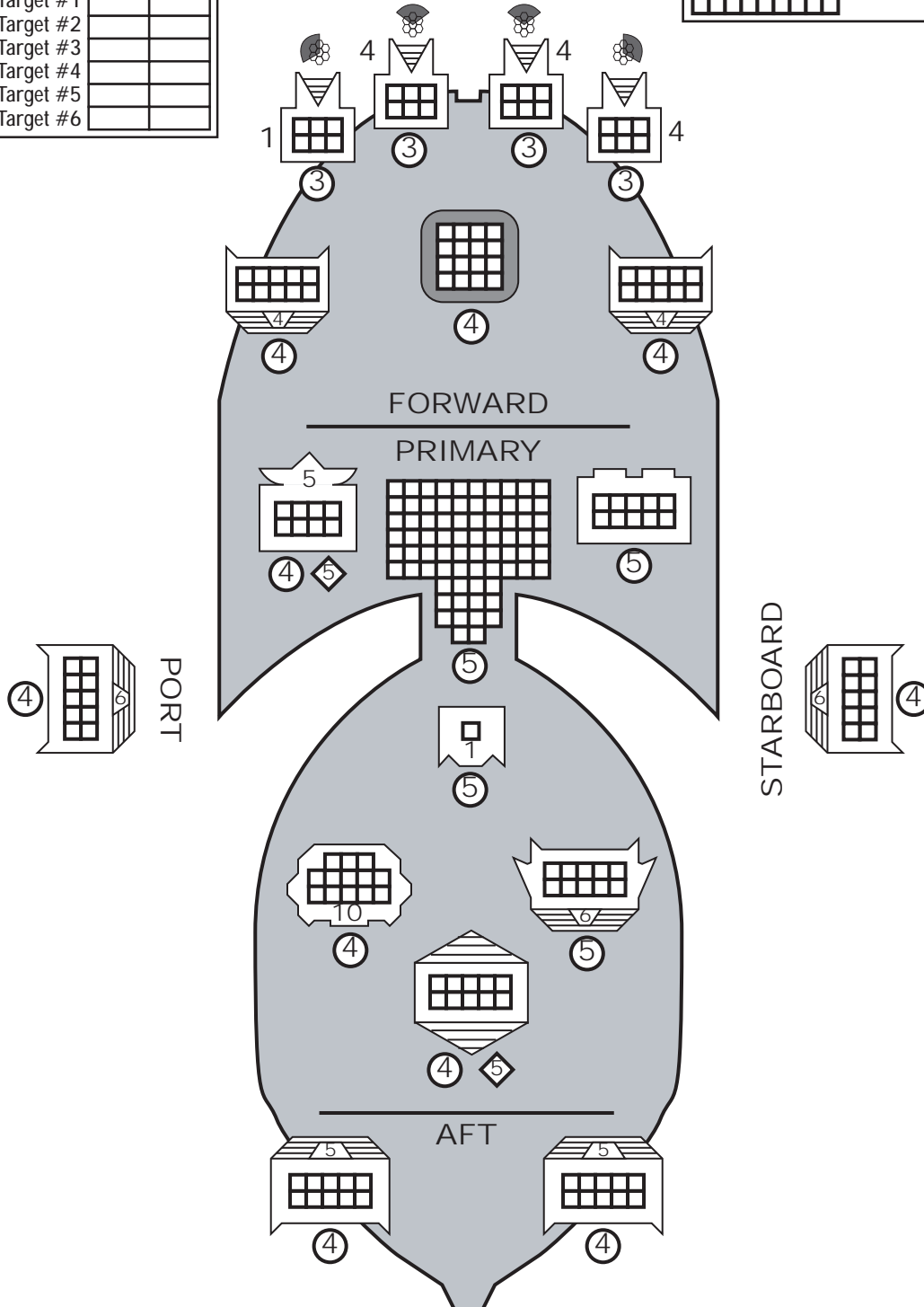
Target #6

## HANGAR

0 Fighters

1 Shuttle: Thrust: 7

Armor: 1 Defense: 8/11



## ICON RECOGNITION

- Thruster
- Lateral Thruster
- C & C
- Sensors
- Engine
- Reactor
- Hangar
- Light Plasma Accelerator