



# Thirdspace Gate

## SPECS

Class: Enormous Base  
In Service: Ancient  
Point Value: N/A  
Ramming Ftr: 1200  
Jump Delay: 1 Turn

## 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: 24  
Stb/Port Defense: 20  
Engine Efficiency: N/A  
Extra Power: +150  
Initiative Bonus: N/A

## WEAPON DATA

**Energy Shield**  
Absorbs a number of points of damage equal to the number in the shield box from the direction indicated (less shield armor). A given direction's shields can be voluntarily lowered to increase those on another side. Shields are replenished by applying additional power, at a rate of 1 power per 2 damage capacity restored. See rules.

## FORWARD HITS

1-3: Power Capacitor  
4-18: Forward Structure  
19-20: PRIMARY Hit

## SIDE HITS

1-18: Port/Stb Structure  
19-20: PRIMARY Hit

## AFT HITS

1-18: Aft Structure  
19-20: PRIMARY Hit

## PRIMARY HITS

1-2: Primary Structure  
13: Self Repair  
14-15: Sensors  
16: Jump Engine  
17: Energy Shield  
19: Reactor  
20: C & C

## SPECIAL NOTES

Unique Base  
Advanced Armor  
Advanced Sensors  
Advanced Jump Drive

## SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

## ENERGY SHIELD #2

6 (200)

## ENERGY SHIELD #1

6 (200)

## ENERGY SHIELD #2

6 (200)

FORWARD 7

PRIMARY 8

PORT

STARBOARD

AFT

## ENERGY SHIELD #1

5 (200)

## ENERGY SHIELD #2

5 (200)

## ENERGY SHIELD #2

5 (200)

## ICON RECOGNITION

- C & C
- Sensors
- Engine
- Reactor
- Power Capacitor
- Jump Engine
- Self-Repair
- Energy Shield

## SPECIAL RULES

The Thirdspace Gate uses power from a Power Capacitor to "jump start" the main reactor if it is ever taken offline. This Capacitor must have at least a 50% charge in order to be activated.

The Capacitor itself does not generate power. Instead, it generates an Energy Draining Field (see Walkers) with a range of 0 hexes. All power drained from applicable targets (assume to be 1 per fighter/shuttle in the case of flights) is diverted into the Capacitor.

Once the Capacitor is charged to the 50% level, the Gate will re-activate. The same turn that the reactor comes online the Energy Draining Field will cease functioning, and the door to Thirdspace will open.

After the Gate is activated, it will not close until the gate itself is destroyed.