



Battlecruiser Variant (Uncommon)

Version 1: 2E/GM

Name: _____

Counter: _____

Thirdspace Battlecarrier



2ND EDITION

SPECS

Class: Capital Ship
In Service: Ancient
Point Value: 4600
Ramming Factor: 370
Jump Delay: 8 Turns

MANEUVERING

Turn Cost: 1 x Speed
Turn Delay: 1 x Speed
Accel/Decel Cost: 4 Thrust
Pivot Cost: 4+4 Thrust
Roll Cost: 3+3 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Stb/Port Defense: 18
Engine Efficiency: 5/1
Extra Power: +32
Initiative Bonus: +3

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

WEAPON DATA

Hvy Plasma Incinerator
Class: Plasma
Modes: Raking (20)
Damage: 12d10+24
Range Penalty: -1 per 4 hexes
Fire Control: +8/+4/--
Intercept Rating: n/a
Rate of Fire: 1 per turn

Med Plasma Incinerator
Class: Plasma
Modes: Raking (15)
Damage: 8d10+18
Range Penalty: -1 per 3 hexes
Fire Control: +6/+4/+0
Intercept Rating: n/a
Rate of Fire: 1 per turn

Plasma Sheath
Class: Ballistic (Plasma)
Modes: Flash
Damage: 8d10
Range Penalty: n/a (max 45)
Fire Control: +4/+1/--
Intercept Rating: n/a
Rate of Fire: 1 per turn

Plasma Blast
Class: Plasma
Modes: Flash (No Splash)
Damage: 3d10+2
+4 power: 4d10+3
+8 power: 5d10+4
Range Penalty: -1 per 2 hexes
Fire Control: +4/+4/+0
Intercept Rating: -4
Rate of Fire: 1 per turn

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: Heavy Plasma Incnr
4-7: Plasma Sheath
8-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-4: Med Plasma Incnr
5-8: Plasma Blast
9-18: Port/Stb Structure
19-20: PRIMARY Hit

AFT HITS

1-4: Plasma Blast
5-7: Jump Engine
8-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9: Self Repair
10-12: Sensors
13-15: Hangar
16-17: Singularity Drive
18-19: Energy Shield
20: C & C

SPECIAL NOTES

Advanced Armor
Advanced Sensors
Advanced Jump Drive
Adv. Singularity Drive

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

Target #6

ENERGY SHIELD #1

(80)

ENERGY SHIELD #2

(80)

