



Version 1: 2E/GM

Name: _____ Counter: _____



Thirdspace Battlecruiser

SPECS

Class: Capital Ship
In Service: Ancient
Point Value: 4350
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: +24
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

HANGAR

6 Fighters

3 Shuttles: Thrust: 3

Armor: 5 Defense: 7/7

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 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: Med Plasma Incnr
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

1-5: Plasma Blast
6-8: Jump Engine
9-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-9: Primary Structure
10: Self Repair
11-13: Sensors
14-15: 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)



ICON RECOGNITION

- C & C
- Sensors
- Singularity Drive
- Hangar
- Jump Engine
- Self-Repair
- Energy Shield
- Heavy Plasma Incinerator
- Medium Plasma Incinerator
- Plasma Blast

