



Name: \_\_\_\_\_ Counter: \_\_\_\_\_



# Thirdspace Aliens

## SPECS

Class: Capital Ship  
In Service: Ancient  
Point Value: 6000  
Ramming Factor: 490  
Jump Delay: 4 Turns

## MANEUVERING

Turn Cost: 1/2 Speed  
Turn Delay: 1/2 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 2+2 Thrust  
Roll Cost: 4+4 Thrust

## COMBAT STATS

Fwd/Aft Defense: 16  
Stb/Port Defense: 19  
Engine Efficiency: 4/1  
Extra Power: +0  
Initiative Bonus: +2

## WEAPON DATA

### Hyper Laser

Class: Laser  
Modes: R, S  
Damage: 6d10+36  
Range Penalty: -1 per 4 hexes  
Fire Control: +8/+6/+4  
Interception Rating: n/a  
Rate of Fire: 1 per 2 turns

### Laser Pulsar

Class: Laser  
Mode: Pulse  
Damage: 13 1d3 Times  
Maximum Pulses: 4  
Grouping Range: +1 per 4  
Range Penalty: -1 per hex  
Fire Control: +4/+4/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

### Plasma Shield

Subtract Shield Factor from damage scored through arc.

## SPECIAL RULES

The Singularity Jump Drive can only be hit by EM weapons and has a hit factor of 25.  
Requires no Thrusters.

## SPECIAL NOTES

Singularity Drive System  
Advanced Sensors  
Advanced Armor  
Singularity Jump Drive

## FORWARD HITS

1-8: Hyper Laser  
9-10: Plasma Shield  
11-18: Forward Struct  
19-20: PRIMARY Hit

## SIDE HITS

1-6: Port/Stb Laser Pulsar  
7-8: Port/Stb Shield  
9-18: Port/Stb Struct  
19-20: PRIMARY Hit

## AFT HITS

1-10: Plasma Shield  
11-18: Aft Struct  
19-20: PRIMARY Hit

## PRIMARY HITS

1-10: Primary Struct  
11-12: Self-Repair  
13-14: Sensors  
15-16: Engine  
17: Jump Drive  
18-19: Reactor  
20: C & C

