

Name: _____ Counter: _____



Thridspace Aliens

SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1/2 Speed	Fwd/Aft Defense: 16
In Service: Ancient	Turn Delay: 1/2 Speed	Stb/Port Defense: 19
Point Value: 6000	Accel/Decel Cost: 3 Thrust	Engine Efficiency: 4/1
Ramming Factor: 490	Pivot Cost: 2+2 Thrust	Extra Power: +0
Jump Delay: 4 Turns	Roll Cost: 4+4 Thrust	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	
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Laser Pulsar Class: Laser Mode: Pulse Damage: 13 1d3 Times Maximum Pulses: 4 Grouping Range: +1 per 4 Range Penalty: -1 per 4 hex Fire Control: +4/+4/+4 Intercept Rating: -2 Rate of Fire: 1 per turn	
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Plasma Shield Subtract Shield Factor from damage scored through arc.	
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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

