



Species 8472 Battleship

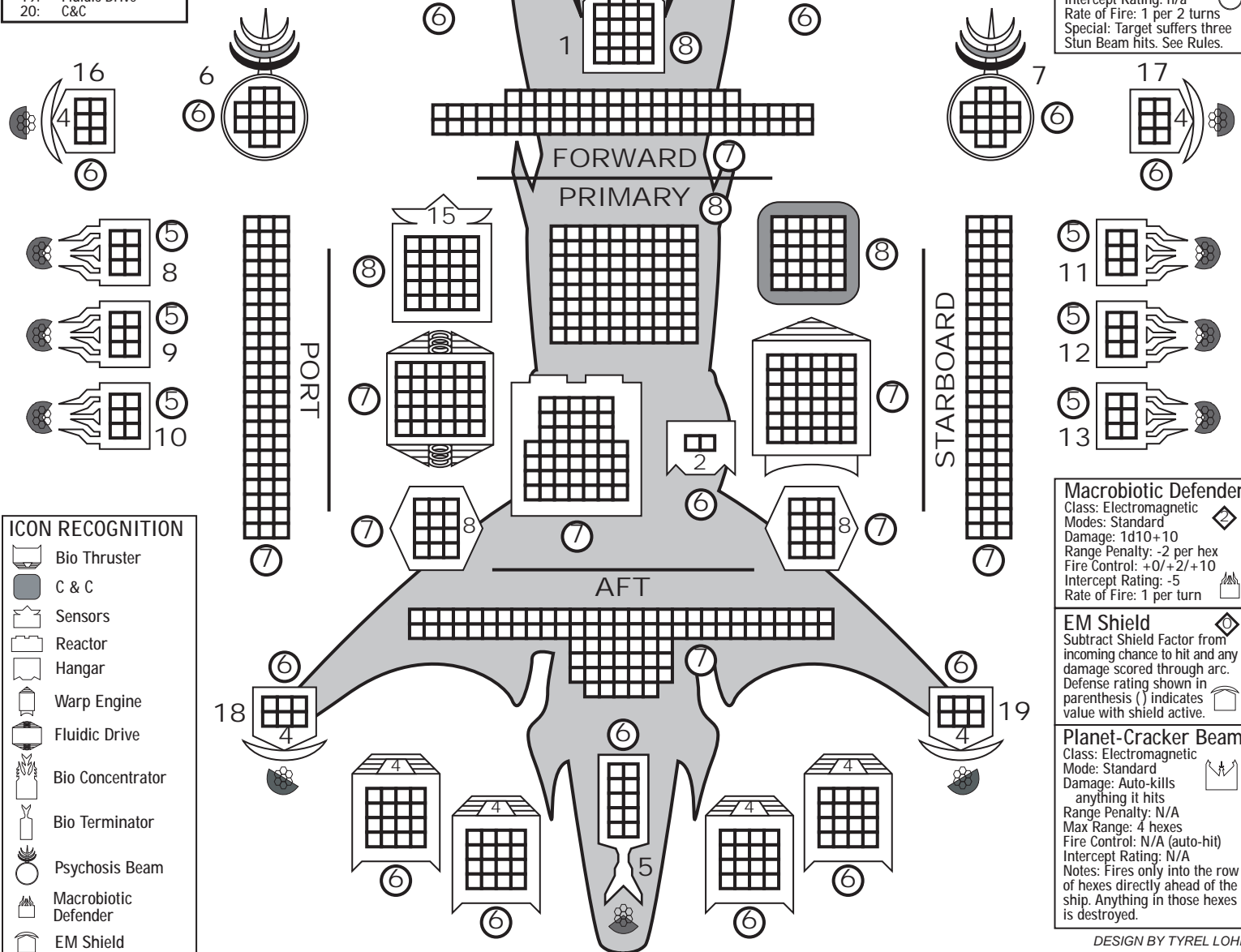
SPECS Class: Capital Ship In Service: Ancient Point Value: 6000 Ramming Factor: 400 Warp Delay: 2 Turns	MANEUVERING Turn Cost: 2/3 Speed Turn Delay: 4/3 Speed Accel/Decel Cost: 4 Thrust Pivot Cost: 4+4 Thrust Roll Cost: 4+1 Thrust	COMBAT STATS Fwd/Aft Defense: 15 (11) Stb/Port Defense: 18 (14) Engine Efficiency: N/A Extra Power: +0 Initiative Bonus: +2
Speed	1 2 3 4 5 6 7 8 9 10 11 12	1 2 3 4 5 6 7 8 9 10 11 12
Turn Cost	1 2 3 4 4 5 6 6 7 8 8	1 2 3 4 4 5 6 6 7 8 8
Turn Delay	2 3 4 6 7 8 10 11 12 14 15 16	2 3 4 6 7 8 10 11 12 14 15 16

WEAPON DATA Bio Concentrator Class: Electromagnetic Modes: R(20)P Damage: 6d10+40 Range Penalty: -1 per 3 hexes Fire Control: +6/+3/-2 Intercept Rating: -4 Rate of Fire: 1 per turn Special: Can combine multiple guns into a single shot. Each bio concentrator after the first adds an additional 6d10 dmg to the combined blast. If nine or more concentrators are combined, the combined shot will act as a Vorlon planet cracker beam. If fired as a cracker beam, all combined bio concentrators must cooldown for 12 turns.
Bio Terminator Class: Electromagnetic Modes: R(15)P Damage: 3d10+30 Range Penalty: -1 per 2 hexes Fire Control: +5/+4/+0 Intercept Rating: -5 Rate of Fire: 1 per turn
Psychosis Beam Class: Electromagnetic Modes: None Damage: Special Range Penalty: -1 per hex Fire Control: +0/+0/+0 Intercept Rating: n/a Rate of Fire: 1 per 2 turns Special: Target suffers three Sun Beam hits. See Rules.

FORWARD HITS 1-4: Bio Terminator 5-7: Bio Concentrator 8-9: EM Shield 10-18: Forward Structure 18-20: PRIMARY Hit
SIDE HITS 1-3: Psychosis Beam 4-8: Macrobiotic Defender 9-10: EM Shield 11-18: Port/Stb Structure 19-20: PRIMARY Hit
AFT HITS 1-8: Bio Thruster 9-10: EM Shield 11-18: Aft Structure 19-20: PRIMARY Hit
PRIMARY HITS 1-8: Primary Structure 9-11: Warp Engine 12-13: Self Repair 14-15: Sensors 16: Hangar 17-18: Reactor 19: Fluidic Drive 20: C&C

SPECIAL NOTES Restricted Availability (10%) Advanced Sensors Advanced Armor Gravitic Drive System Bio Drives	
SENSOR DATA Defensive EW	
Target #1	
Target #2	
Target #3	
Target #4	
Target #5	
Target #6	

HANGAR
0 Fighters
2 Shuttles



ICON RECOGNITION
Bio Thruster
C & C
Sensors
Reactor
Hangar
Warp Engine
Fluidic Drive
Bio Concentrator
Bio Terminator
Psychosis Beam
Macrobiotic Defender
EM Shield

Macrobiotic Defender Class: Electromagnetic Modes: Standard Damage: 1d10+10 Range Penalty: -2 per hex Fire Control: +0/+2/+10 Intercept Rating: -5 Rate of Fire: 1 per turn
EM Shield Subtract Shield Factor from incoming chance to hit and any damage scored through arc. Defense rating shown in parenthesis () indicates value with shield active.
Planet-Cracker Beam Class: Electromagnetic Mode: Standard Damage: Auto-kills anything it hits Range Penalty: N/A Max Range: 4 hexes Fire Control: N/A (auto-hit) Intercept Rating: N/A Notes: Fires only into the row of hexes directly ahead of the ship. Anything in those hexes is destroyed.