



Species 8472 Lesser Bioship

SPECS

Class: Medium Ship
In Service: Ancient
Point Value: 1300
Ramming Factor: 70
Warp Delay: 2 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 10 (7)
Stb/Port Defense: 13 (10)
Engine Efficiency: N/A
Extra Power: +0
Initiative Bonus: +2

WEAPON DATA

Heavy Bio Terminator
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

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.

FORWARD HITS

1-3: Hvy Bio Terminator
4-6: Macrobiotic Defender
7-8: EM Shield
9-17: Structure
18-20: PRIMARY Hit

AFT HITS

1-6: Bio Thruster
7-8: Macrobiotic Defender
9-10: EM Shield
11-17: Structure
18-20: PRIMARY Hit

PRIMARY HITS

1-6: Warp Engine
7-9: Self Repair
10-13: Sensors
14: Hangar
15-16: Reactor
17-18: Fluidic Drive
19-20: C&C

SPECIAL NOTES

Advanced Sensors
Advanced Armor
Gravitic Drive System
Bio Drives

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

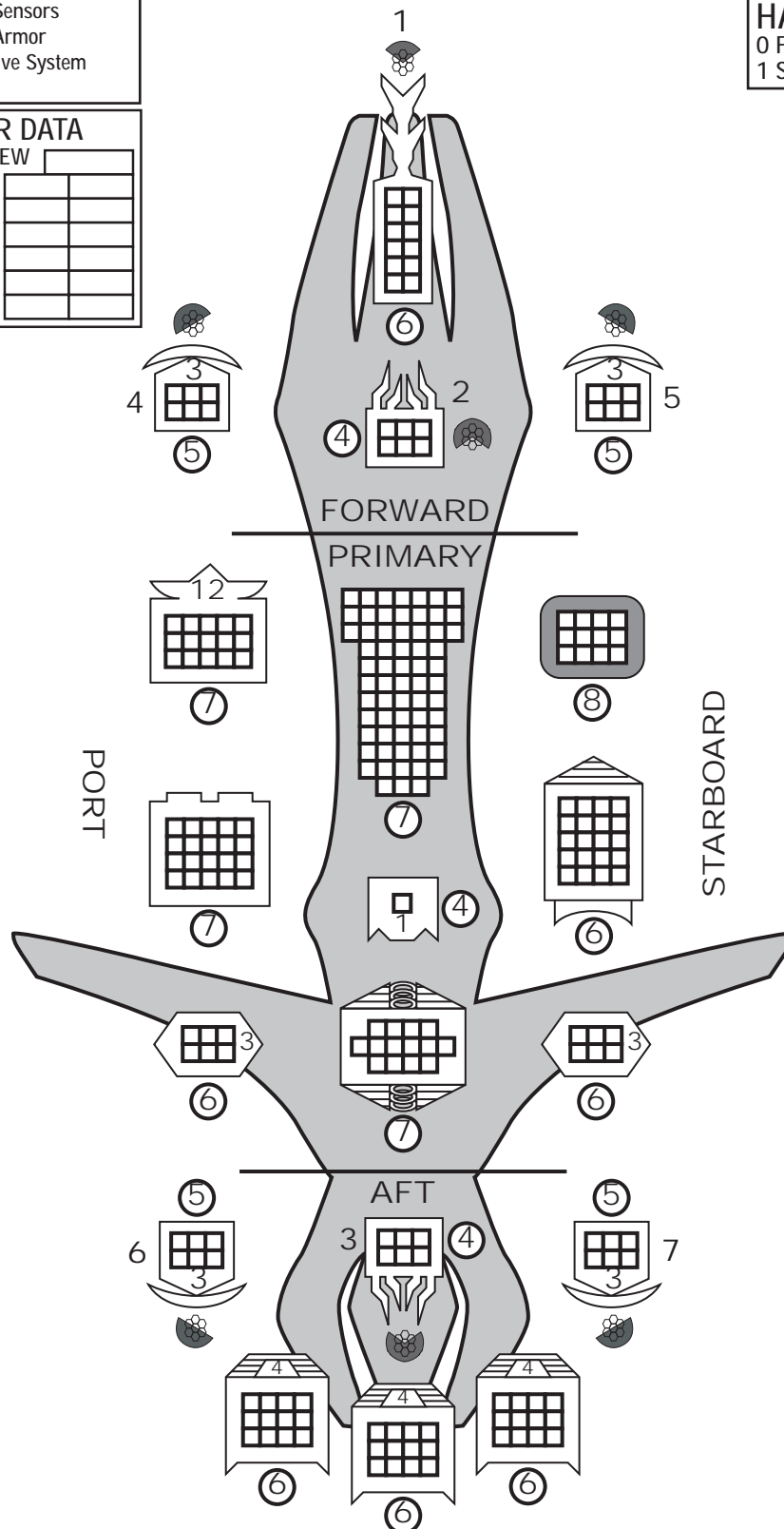
Target #5

Target #6

HANGAR

0 Fighters

1 Shuttle



ICON RECOGNITION

- Bio Thruster
- C & C
- Sensors
- Reactor
- Hangar
- Warp Engine
- Fluidic Drive
- Bio Concentrator
- Macrobiotic Defender
- EM Shield