

Andromedan Infestor Heavy Scout

SPECS

Class: Capital Ship
In Service: 2217
Point Value: 690
Ramming Factor: 190
Warp Delay: 6 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 16
Stb/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: +4
Initiative Bonus: +0

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

WEAPON DATA

Gravitic Focuser

Class: Gravitic
Mode: Standard
Damage: 1d10+4
+2 power: 1d10+7
+4 power: 1d10+10
Range Penalty: -1 per 2 hexes
Fire Control: +2/+2/+3
Intercept Rating: -2
Rate of Fire: 1 per turn

Displacement Device

Class: Gravitic
Mode: Special
Damage: +13 Init, -4 FC (friendly)
-13 Init, -4 FC (enemy)
Range Penalty: -1 per 2 hexes
Max Range: 25 hexes
Fire Control: +3/+3/-
Intercept Rating: na
Rate of Fire: 1 per 3 turns
Roll 1d6 for self-displacement
1-5: successful (apply friendly)
6: roll 1d6 again
1-5: self-displacement fails
6: misfire (apply enemy)

SENSOR DATA

Defensive EW

Target #1		
Target #2		
Target #3		
Target #4		
Target #5		
Target #6		

FORWARD HITS

1-3: Power Absorber
4-7: Gravitic Focuser
8-9: Battery
10-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-2: Power Absorber
3-5: Sensor
6-9: Gravitic Focuser
10: Battery
11-18: Side Structure
19-20: PRIMARY Hit

AFT HITS

1-2: Power Absorber
3-6: Impulse Thruster
7-8: Cargo
9: Tractor
10-12: Warp Engine
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

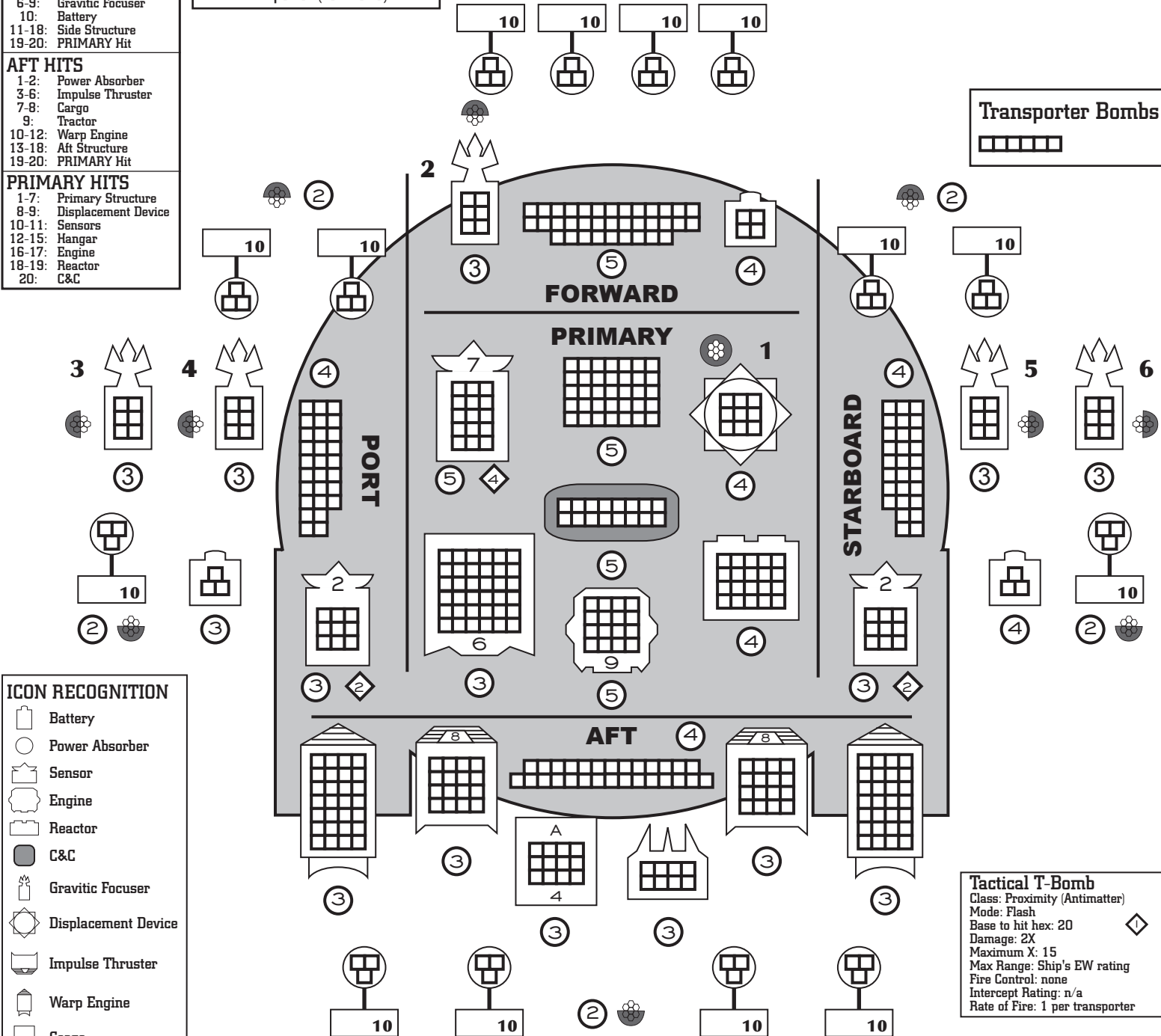
1-7: Primary Structure
8-9: Displacement Device
10-11: Sensors
12-15: Hangar
16-17: Engine
18-19: Reactor
20: C&C

SPECIAL NOTES

Unique Ship (Only 3 exist)
ELINT Ship
Gravitic Drive System
Impulse Drive
Satellite Ship Launch Costs 4 Power
Extra Transporter (Total of 6)

HANGAR

8 Small Satellite Ships
OR
6 Medium Satellite Ships
OR
4 Large Satellite Ship



Transporter Bombs

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ICON RECOGNITION

- Battery
- Power Absorber
- Sensor
- Engine
- Reactor
- C&C
- Gravitic Focuser
- Displacement Device
- Impulse Thruster
- Warp Engine
- Cargo

Tactical T-Bomb

Class: Proximity (Antimatter)
Mode: Flash
Base to hit hex: 20
Damage: 2X
Maximum X: 15
Max Range: Ship's EW rating
Fire Control: none
Intercept Rating: n/a
Rate of Fire: 1 per transporter