

Borg Assimilator

SPECS

Class: Capital Ship
 In Service: Ancient
 Point Value: 1350
 Ramming Factor: 400
 Warp Delay: 4 Turns

MANEUVERING

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

COMBAT STATS

Fwd/Aft Defense: 15 (12)
 Stb/Port Defense: 15 (12)
 Engine Efficiency: 2/1
 Extra Power: +6
 Initiative Bonus: +0

WEAPON DATA

Light Laser Slicer
 Class: Laser
 Modes: Raking
 Dmg, 1 Turn: 3d10+5
 Dmg, 2 Turn: 4d10+10
 Range Penalty: -1 per 2 hexes
 Fire Control: +4/+4/+2
 Intercept Rating: n/a
 Rate of Fire: 1 per turn

Molecular Torpedo

Class: Ballistic
 Modes: Standard
 Damage: 30
 Max Range: 60 hexes
 Fire Control: +5/+5/+1
 Intercept Rating: n/a
 Rate of Fire: 1 per 2 turns
 Special: Ignores armor on a d6 roll of '5' or '6'.

Shield Inversion Beam

Class: Electromagnetic
 Modes: Standard
 Damage: n/a
 Max Range: -1 per 4 hexes
 Fire Control: +3/+0/--
 Intercept Rating: n/a
 Rate of Fire: 1 per turn
 Special: One contingent of marines can be deployed to target upon successful hit.

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.

Energy Draining Tractor Beam

Class: Gravitic
 Modes: Special
 Damage: -1d6 power
 Special: SEE RULES.

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

SIDE HITS

- 1-3: Retro/Main Thrust
- 4-6: Port/Stb Thrust
- 7-8: Light Laser Slicer
- 9: Shield Inversion Bm
- 10: Molecular Torpedo
- 11: Tractor Beam
- 12: EM Shield
- 13: Self Repair
- 14-18: Port/Stb Structure
- 19-20: PRIMARY Hit

SPECIAL NOTES

Special Hull Arrangement
 (No Fwd/Aft Hits or Struct)
 Gravitic Drive System

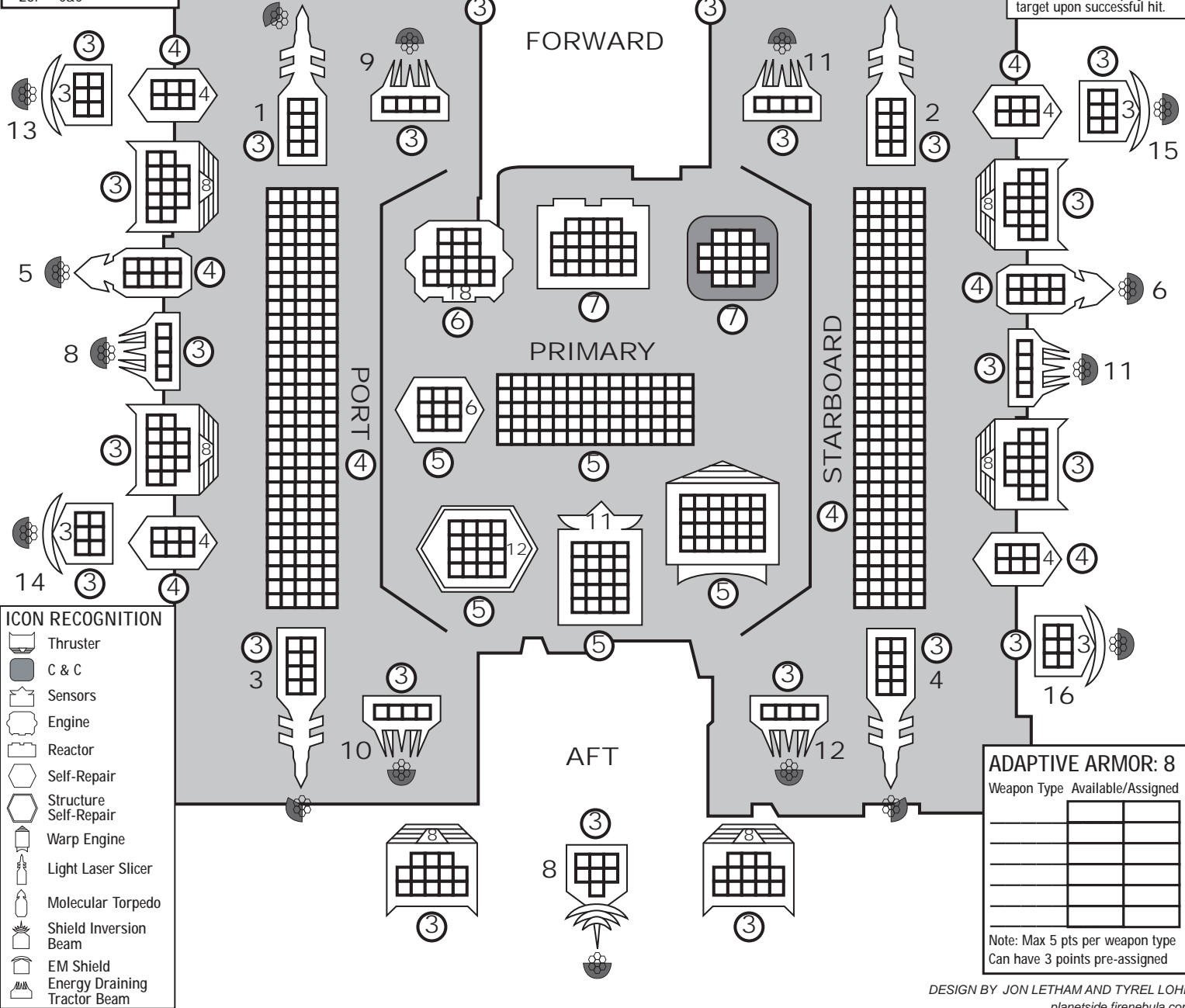
SENSOR DATA

Defensive EW

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

PRIMARY HITS

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



ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Reactor
- Self-Repair
- Structure
- Self-Repair
- Warp Engine
- Light Laser Slicer
- Molecular Torpedo
- Shield Inversion Beam
- EM Shield
- Energy Draining Tractor Beam

ADAPTIVE ARMOR: 8

Weapon Type	Available/Assigned

Note: Max 5 pts per weapon type
 Can have 3 points pre-assigned