



Borg Sphere

SPECS

Class: Capital Ship
 In Service: Ancient
 Point Value: 1500
 Ramming Factor: 480
 Warp Delay: 4 Turns

MANEUVERING

Turn Cost: 1 x Speed
 Turn Delay: 1 x Speed
 Accel/Decel Cost: 3 Thrust
 Pivot Cost: 0+0 Thrust
 Roll Cost: 0+0 Thrust

COMBAT STATS

Fwd/Aft Defense: 17 (14)
 Stb/Port Defense: 17 (14)
 Engine Efficiency: 2/1
 Extra Power: 0
 Initiative Bonus: +2

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

Energy Draining Tractor Beam

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

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.

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

SECTION HITS

- 1-4: Thruster
- 5-7: Light Laser Slicer
- 8: EM Shield
- 9: Self Repair
- 10-18: Section Structure
- 19-20: PRIMARY Hit

SPECIAL NOTES

Gravitic Drive System

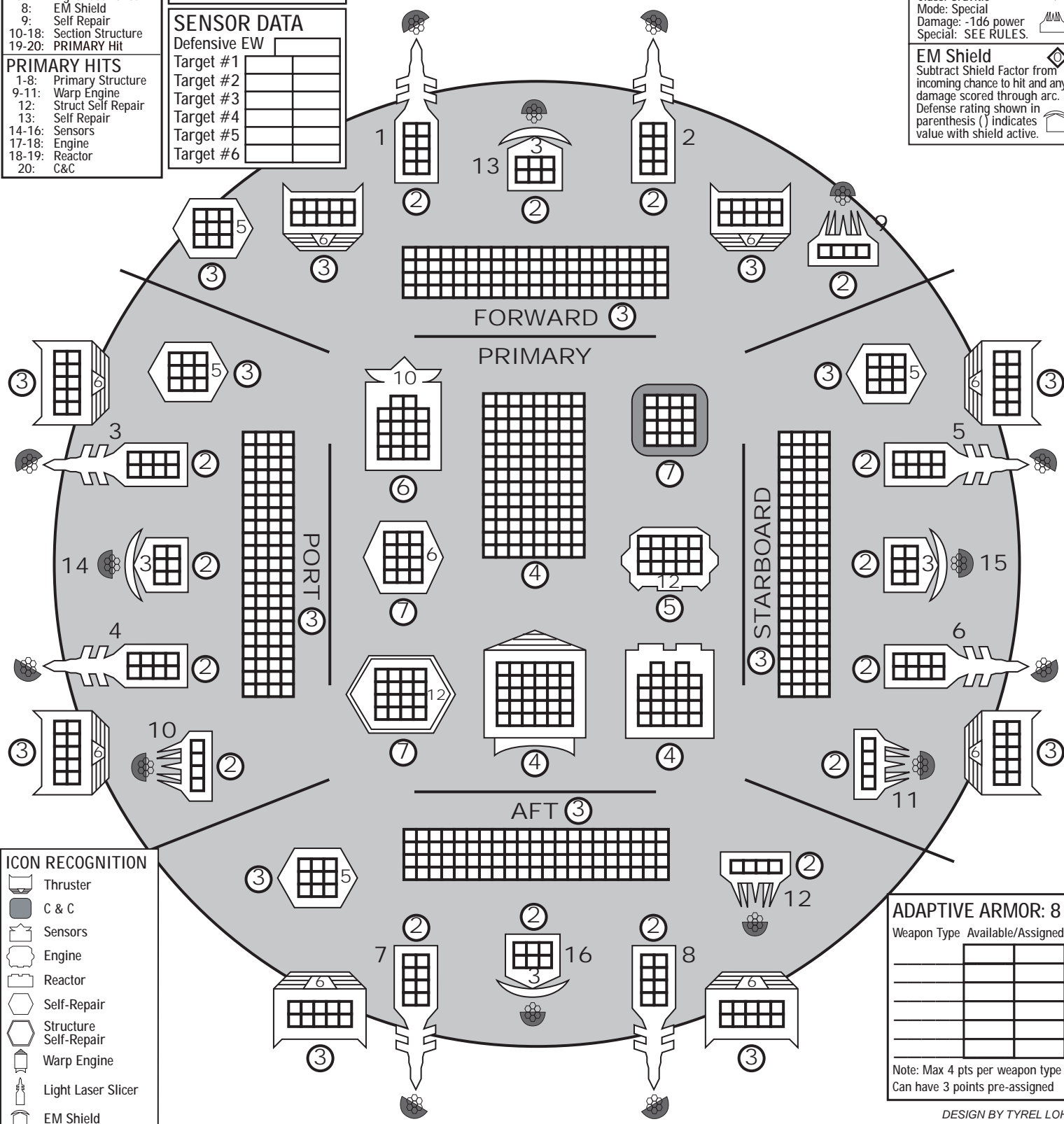
SENSOR DATA

Defensive EW

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

PRIMARY HITS

- 1-8: Primary Structure
- 9-11: Warp Engine
- 12: Struct Self Repair
- 13: Self Repair
- 14-16: 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
- EM Shield

ADAPTIVE ARMOR: 8

Weapon Type Available/Assigned

Note: Max 4 pts per weapon type
 Can have 3 points pre-assigned