# Borg Tactical Sphere

## SPECS
Class: Capital Ship
In Service: Ancient
Point Value: 2000
Ramming Factor: 520
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 (13)
Stb/Port Defense: 17 (13)
Engine Efficiency: 2/1
Extra Power: 0
Initiative Bonus: +2

| 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

### 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
Mode: 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'.

### 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.

## SECTION HITS
1-4: Thruster
5-7: Light Laser Slicer
8-9: Molecular Torpedo
10: EM Shield
11: Self Repair
12-18: Section Structure
19-20: PRIMARY Hit

## 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

## SPECIAL NOTES
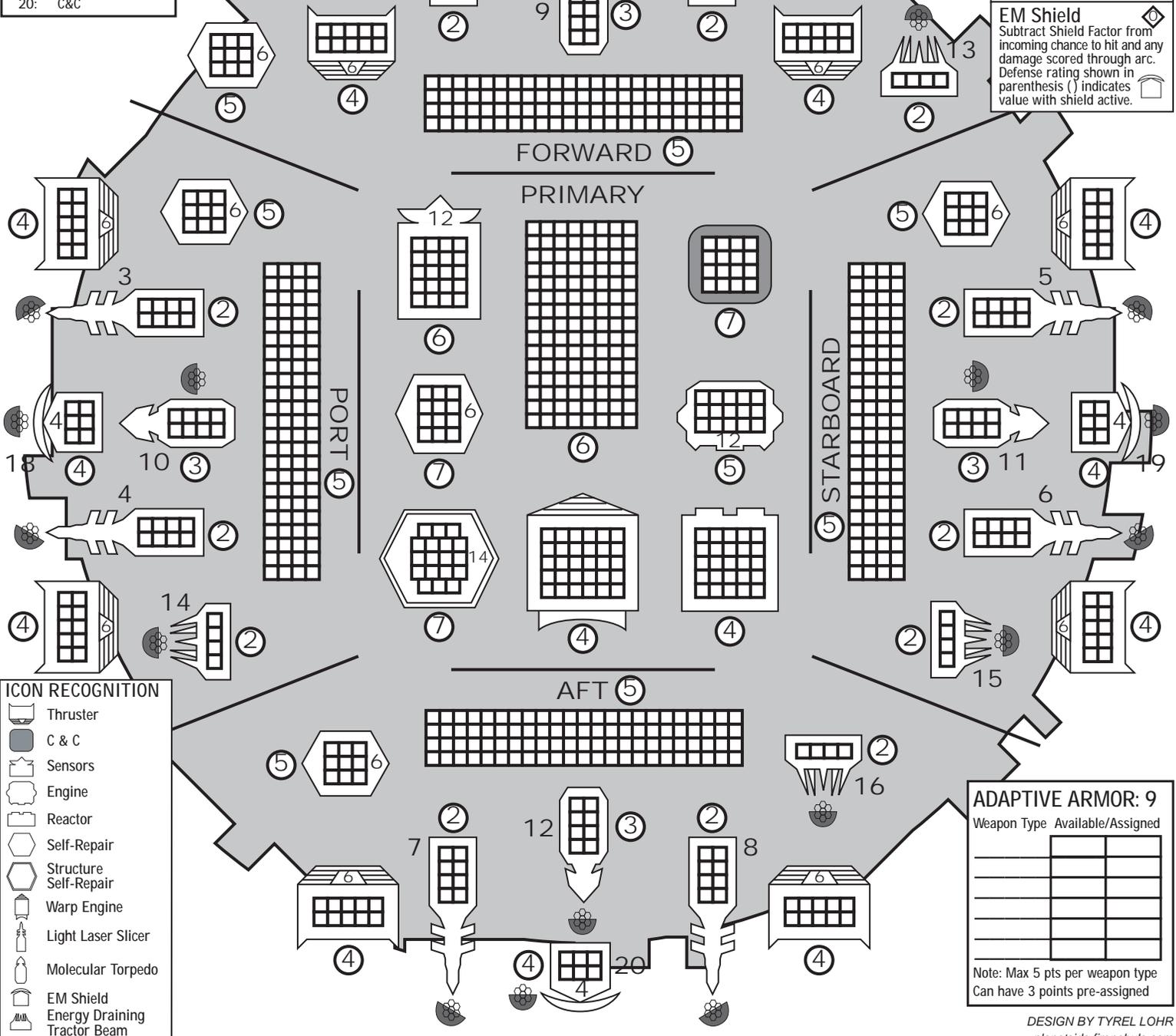Gravitic Drive System

## SENSOR DATA
Defensive EW

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

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

FORWARD

PRIMARY

PORT

STARBOARD

AFT

## ADAPTIVE ARMOR: 9

| Weapon Type | Available/Assigned | |
|---|---|---|
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |
|  |  |  |

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